

void™



V.A.S.A. Force Book

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i-KORE



VASA Force Book

Design and direction

John Robertson

Games design

John Grant

Written and developed by

Mark Brendan

Artwork

Stuart Beel

Layout

Luca Bernabei

Cover Artwork

Luca Zontini

Head sculptor

Kevin White

Figure sculptors

Peter Flannery, Nick Collier, Neil McKenzie, Roy Eastland & Alex Hunter

Figure painters

Mark McNaught & Christian Weiss [CW]

Jade Talon army

Dave at Ever Victorious Miniatures

Stage-by-stage painting guides

Ron at Battle Dress Studios [www.battledress.co.uk]

Dioramas

Rod Grant & John Grant

Photography

Davidson Read Associates

Special thanks

Armourcast [www.armourcast.com] for the fantastic
scenics and buildings & Scotia Micro Models for the
Gun Domes.



Directors

John Robertson (Managing), John Grant & Félix Garzón

Sales

Paul Higginbottom, Richard Scott, John Cudworth, Craig McDowell, Tom Wakeford & Chris O'Neill

Designers

Kevin White, Peter Flannery, Nick Collier & Luca Bernabei

Production

Celine Leuty & Craig Leslie

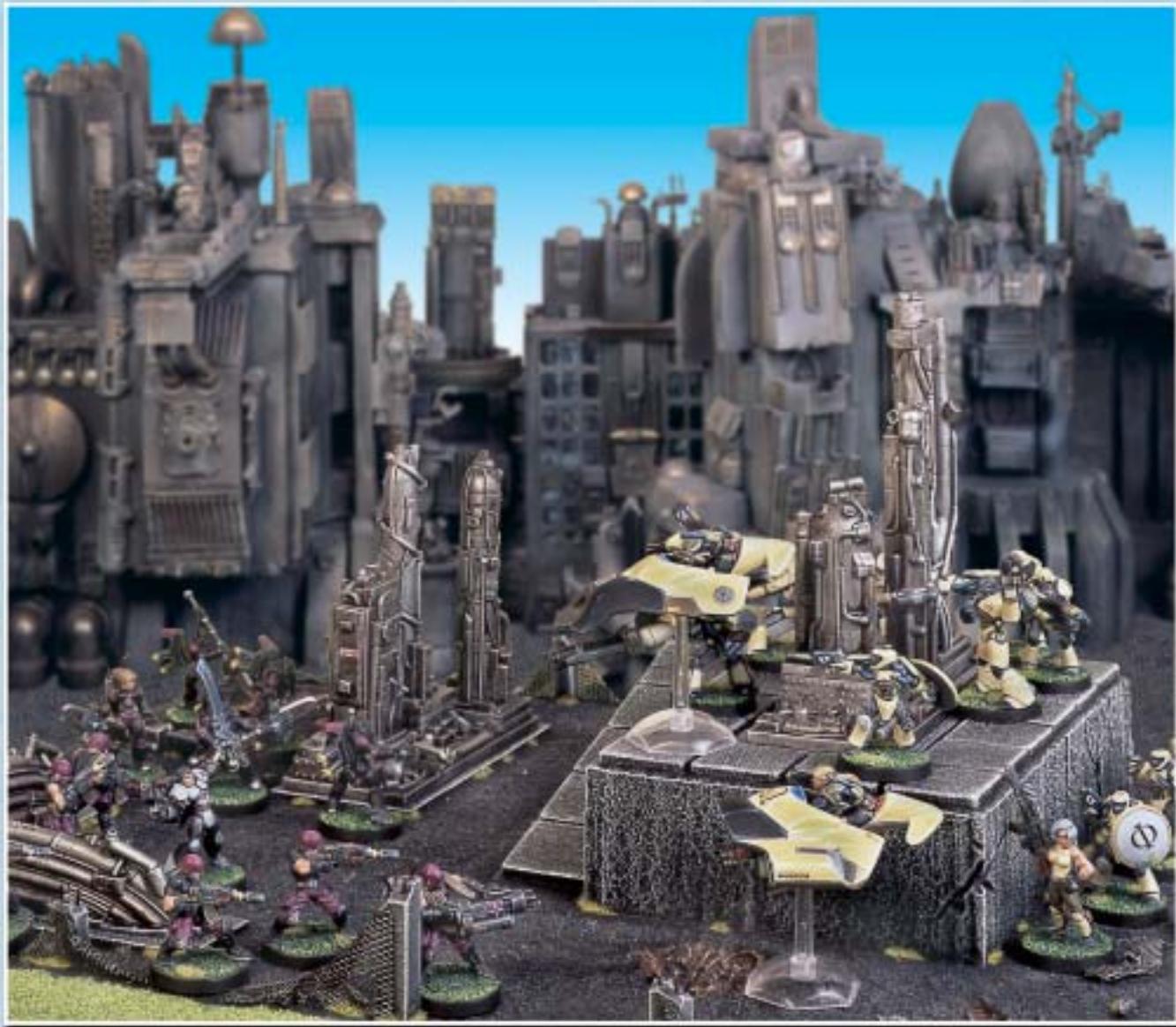
i-Kore website:

www.i-kore.com

i-Kore email:

info@i-kore.com





Captain Zed supported by Black Legionaries and Colonial Marines of the Midnight Ravens defend against a Syntha onslaught



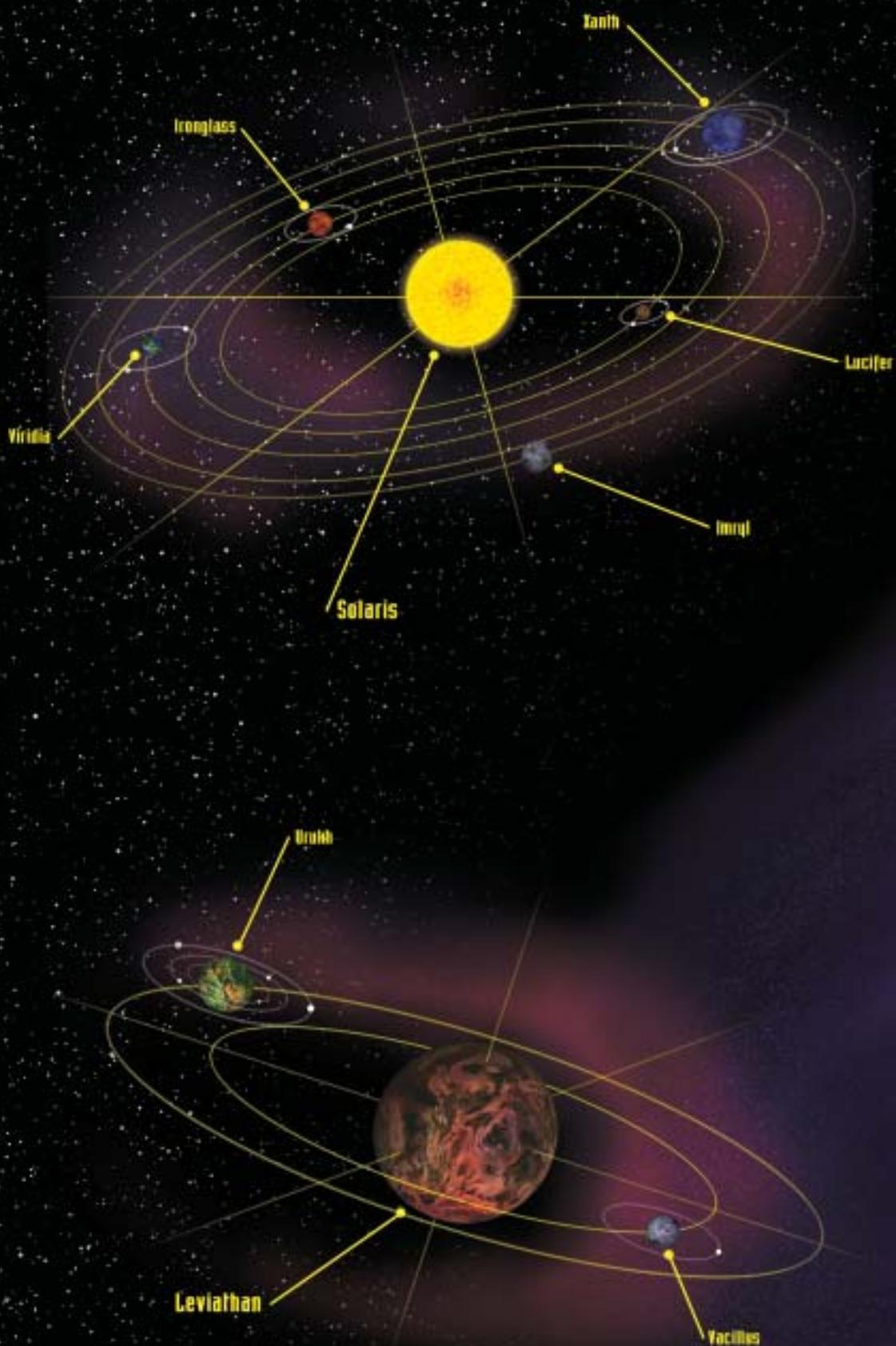
Introduction

Welcome to the VASA Force Book for Void 1.1. This book must be used in conjunction with the Void 1.1 Rulebook to build and play honourable VASA armies against other opponents from Pan-Humanic Space. Between these covers you will find:

- A wealth of background information on VASA, the Viridian Aeronautics and Space Agency. This includes how VASA pioneered grav-shunting as a means of faster-than-light travel; the VASA home planet of Vacillus, with its moon-based military harbour Kothon, and Himera, the continuous city; the mysterious Temple Academies of the Void Knights; pod cities and gate worlds; VASA fleets and ground forces and much more.
- Comprehensive VASA army list with stats, points costs, equipment lists and descriptions for your units. This features the likes of Suppressor security forces, Colonial Marines and Militia; special forces such as the Archangels, Viper Wings, Black Legion and Shuriken Guard; heavy support units such as Ronin APCs and Bird of Prey battlesuits; and heroes and special agents like the Meta-Knights, Commander X, and Captain Akemi.
- Extensive guides to help you paint your VASA miniatures. This includes tips and techniques on how to paint such as highlighting and block painting; colour charts; VASA colour schemes for uniforms and armour; six stage-by-stage painting guides to walk you through the process of painting VASA miniatures.

All of this is accompanied by more excellent artwork, graphics and photographs of miniatures and terrain than any i-Kore production that has gone before.

You are the protectorate. Only you know what's good for them.



Viridia-Solaris/Leviathan Binary System

The Viridia-Solaris/Leviathan binary system is a twin star system consisting of the main sequence yellow star Viridia Solaris and the long dead black dwarf Leviathan and their satellites. The binary system was formed 5.5 billion years ago when the immense gravity field exerted by Leviathan captured the young Viridia Solaris system.

The Janus Anomaly

The Janus Anomaly is a remote region of grossly distorted space-time, whose crushing tides have destroyed deep space drifters. It's a magnitude 9.7 grav-well, capable of generating a deep enough well to reach the nearest galaxy, and rumour has it that VASA maintains a secret base there.

Euryale 9

Euryale 9 is a large mature reef world hidden within the Gorgon gas nebula, deep inside Pan-Humanic Space. Now the site of a raging war between VASA and the Horalon, the most disturbing thing about Euryale 9 is that its infestation surely predates first contact on the galactic rim.

Rimworlds

Starfactory Caligula Rex

Caligula Rex is a Thanatos Class Starfactory housing a notoriously brutal penal colony. For the past twenty years it has carried out processing operations in the radioactive Roentgen Dust Cloud, sifting out precious metals at a terrible human cost.

Hephaestus Complex

The Hephaestus Complex is a Syntha asteroid mining colony. With the major asteroids of the field linked together by service conduits, it is a miracle of Syntha design. Repulsion fields prevent the smaller loose debris in the field impacting with the objects being excavated.

Tethys

Tethys is a famous Viridian fisheries colony. The planet is covered in extraordinarily rich oceans, plied by submarine harvesters for the finest seafood delicacies in the galaxy. The cargoes are then sold for obscene sums to the bon-vivants of the richest gate worlds.

The Draconis Alba Galaxy

Viridia-Solaris/Leviathan Binary System



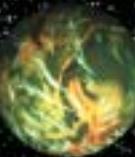
Lucifer

Kronglass

Viridia

Xanth

Imryl

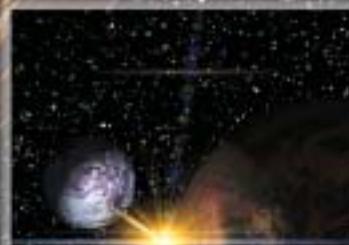


Urukh

Type: Dead Planet
Periaction: 329 million km
Radius: 6021 km
Orbital Period: 367 days
Population: 0
Atmosphere: Corrosive
Moons: Hobbe, Barghest, Kobol, Sidh and Fomerian

Leviathan

Type: Dead Star Grav-Well
Class: Black Dwarf
Gate Magnitude: 8.3
Radius: 57,654 km
Mass: 2.66e31 kg
Atmosphere: Thin Gas & Dust Cloud





Urukhu



Leviathan



Vacillus



Prime

Himera

Sea of Mirrors

Vacillus

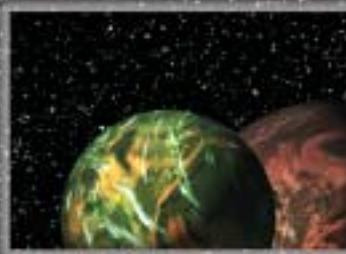
Type: Conurbated Ice Planet
Perigee: 112 million km
Radius: 6673 km
Orbital Period: 196 days
Population: 13.5 billion
Atmosphere: Processed
Moons: Kothon

Southern Ice Wastes



Kothon

Type: Ice Moon Military Base
Perigee: 26,000 km
Radius: 376 km
Orbital Period: 44 days
Population: 5.2 million
Atmosphere: Processed





VASA: THE PAN-HUMANIC PROTECTORATE

Preludium

Vacillus orbits close to the dead star Leviathan, and must once have been a hot, geologically violent world. Since the death of its star, Vacillus has become as cold and barren as Leviathan. There is evidence that the world once had a structure very similar to Viridia's, but Vacillus's core has long since cooled to leave an inert sphere of frozen rock and ore. The planet's crust is divided into five tectonic plates, which obviously no longer move, and there is widespread glaciation from surface water exposed to the freezing environment. This makes for a rugged world viewed from space, predominantly grey and white, and cracked and strewn with valleys, massifs and lofty ridges.

Vacillus is the headquarters of VASA, the Viridian Aeronautics and Space Agency. VASA has a long history going right back to the earliest days of space travel, when Viridians fired crude, organic fuel powered rockets out of

Viridia's atmosphere to explore their doorstep. They were an independent conglomerate of corporations, largely State funded, that were involved in astronomy and space travel. After early tests in grav-shunting proved successful, VASA moved their headquarters from Viridia to Vacillus. This made sense because Vacillus's star Leviathan has a very deep, very stable grav-well, making it the key launch point in the system for conquering the rest of the galaxy. VASA continues to be a scientific body, concerned with astronomical matters, but has also added the administration of the Tripartite Confederacy to its mandate. When Prime declared its independence from Viridia, VASA's board was composed of scientists and directors from both worlds, so rather than breaking up VASA, the institute decided to remain neutral and attempted to mediate between the warring factions. Soon after the Syntha independence wars there was a similar independ-





ence war fought between Viridia and the Junkers, which VASA stayed out of altogether since they had originally overseen the unpopular penal colony on Ironglass. Once the Viridian system had fragmented into three different States, and each one was involved in the business of empire building beyond the system via the Leviathan grav-well, it became clear that certain safeguards would be necessary to protect the home worlds from each other and ambitious new colonies. Viridia, Ironglass, and Prime all signed up to a treaty that would be enforced by the ostensibly impartial VASA, and all of their dependant colonies were required to do the same. VASA isn't really a State per se, though it does wield military power and has its own colonies elsewhere in the galaxy. It monitors political, commercial and military conditions throughout human space and has intervention powers it can use when the need arises.

ASA has always been concerned with the development of space travel, and continues research along these lines. It developed the technology used for grav-shunting back in the days when it was still a body solely backed by



Colonisation pods



Sec-Net Bulletin. Gate 1/Region A7-18:33:17hrs

A group of Viridian citizens on a submarine tour of the Ice Wastes posted footage of an alleged Ice Dragon on the public access web. The Suppressors have responded quickly and have seized the footage. We'll put out a broadcast, called 'When Hoaxes Attack', through the comedy net to downplay the incident.

the Viridian Assembly. Grav-shunting exploits five dimensional physics and the relativistic effects of large bodies in space. Planets and stars distort space-time around them, creating depressions in the continuum. The theory of grav-shunting goes that if one of these wells can be extended to join up with a similar depression





Troop transport launches from colonisation pods

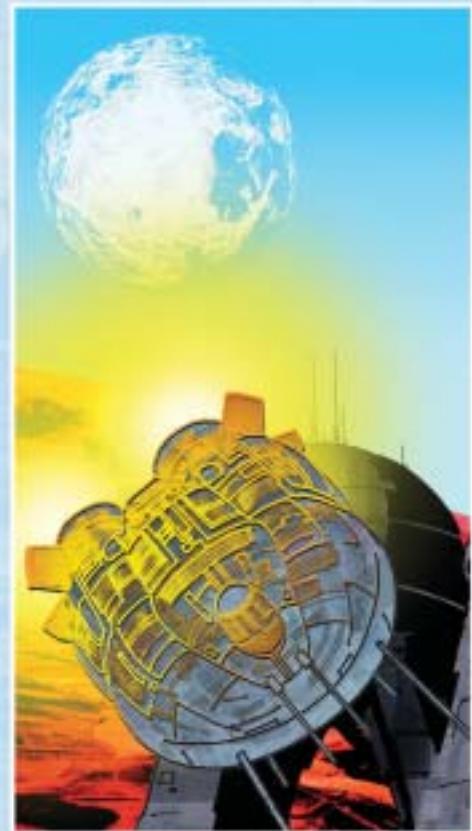


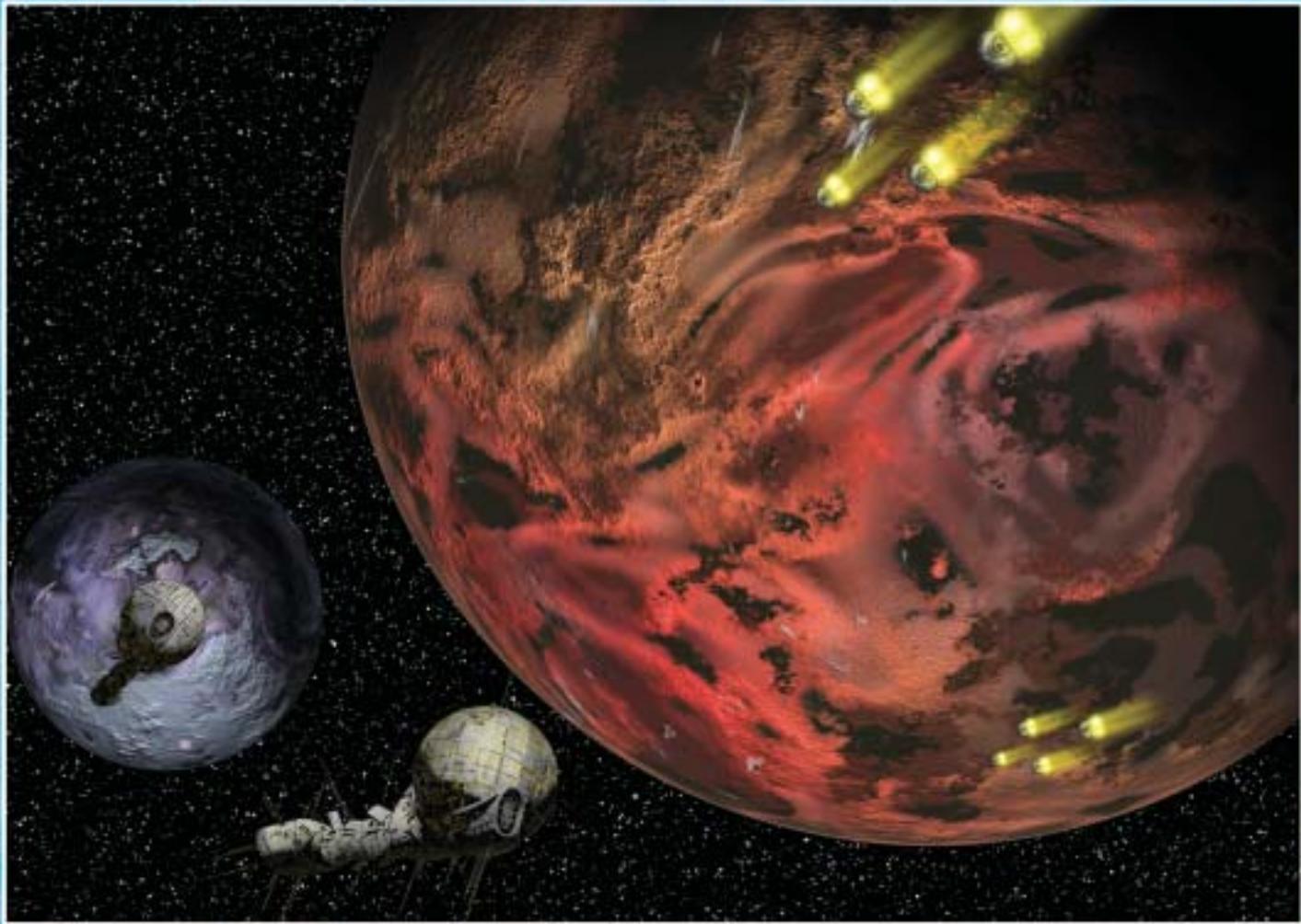
created by a body elsewhere in space, a tunnel through the fifth dimension will be created between the two, facilitating faster-than-light travel between the two points. VASA developed a system of amplifying x-rays, called a 'xaser', that is capable of causing such a rift to form. The technology is still by no means perfect, and is so dependant on external conditions that it is impossible to make standardised maps for jumps. Stellar flares, cosmic dust storms, angle of approach, the power of the xaser carried by the spacecraft and a multitude of other factors mean that each jump has to be calculated indi-

vidually. Sometimes a jump that had been possible the day before will be out of the question for an indeterminate length of time, and another route will have to be found to reach the destination. Main sequence stars such as Viridia Solaris generate far too much magnetic and ionising flux to make jumps possible from their grav-wells, and the same is true for super giants, brown stars and most other active stellar bodies. That's what makes Leviathan such a perfect highway to the rest of the galaxy. As a dead star it generates no flux, but its colossal mass creates a very deep, stable grav-well.



The bulk of VASA's armed forces and space fleet are provided by the colonies, though VASA does raise and train its own special forces, such as Black Legion, Shuriken Guard, and Bird of Prey Battlesuits, amongst others, and has its own security troops in the form of the Suppressors. VASA rarely takes a direct role in the internal affairs of worlds and only involves itself in colony wars where its key members put pressure on it to do so. VASA's main defence role is ensuring that the grav-wells, so essential to trade and communications are well maintained and that traffic along them is conducted in a lawful manner. VASA's armed forces have also been central to the war effort against the alien menace of the Koralon, and have been increasing their demands on the colonies to raise forces for the war effort. Despite this VASA has been forced to pull back from the fringes of inhabited space to consolidate humanity's defences—leaving outlying worlds to fend for themselves as best they can.

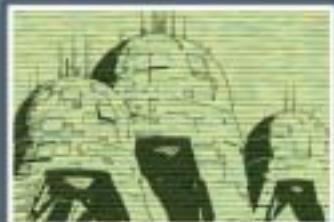




VASA's Rise to Power

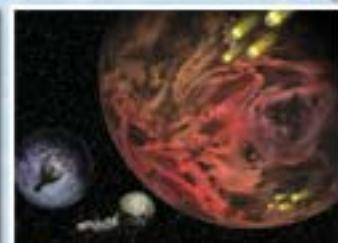
VASA's rise to pre-eminence, as the most powerful institution in Pan-Humanic space, when they aren't even a government in the true sense of the word, is a strange tale of seized opportunities and profit from chaos. As everyone with a basic grounding in the history of VASA knows, they began life as the corporate scientific coalition responsible for Viridia's colonisation of the Viridia Solaris/Leviathan binary system. Socio-political analysts agree that the point at which VASA became more than merely Viridian businesses working for the Assembly was when the decision was taken to build a VASA colony on Vacillus, to allow the scientists to carry out experimental work on grav-shunting. A colony so far away from its home planet had to be self-sufficient. It wasn't as though the rockets of the day

could bring supplies regularly, so as part of the set-up for their work on Vacillus, the scientists had to do preparatory terraforming work so they could grow crops, introduce animals and exploit natural resources. This meant that Vacillus became a permanent colony like Ironglass and Prime, and rather than return home regularly, which would have been unrealistic because of the distances involved, scientists brought their families to the colony to live permanently. At around about the same time that the VASA colony on Vacillus was completing its work on the revolutionary grav-shunting techniques war broke out between Prime and Viridia. This was a civil war since technically everyone was Viridian in origin and it divided loyalties on Vacillus, and this is when VASA formalised its split from the



Sec-Net Bulletin. Farstation
64/Region A-08:24:24hrs

All communication has been lost with the refuelling base on the Ishigaru Asteroid. Probability Analysis indicates 32% chance of natural disaster, 18% chance of industrial accident, 23% chance of Koralon or mutant attack, 3% chance of sabotage by Homeworld power, and 21% chance of organised criminal assault. Hawk Fleet Nagoya has been dispatched to investigate





GSX 900 Viper Wings are primarily deployed as advanced recon or fast response units



Viridian Assembly to become a political entity in its own right. At stake was the all-important Leviathan grav-well and as far as the two sides in this war were concerned, where the sympathy of the Vacillus colony lay was of paramount importance. The VASA executive saw the potential here, and used their control of this resource to bring both sides to the debating table and declare their own neutrality. When the second civil war broke out between Viridia and Ironglass, VASA formalised their role as guardians of the grav-well and intermediaries between all the colonies with the now famous drafting of the Treaty of Vacillus. Thus was VASA's evolution from a scientific institution into a near omnipotent political body completed. In order to carry out their peacekeeping duties effectively (since it was realised that there was nothing to stop a particularly ambitious and aggressive colony –mentioning no Junkers– from taking the grav-well by force), VASA decided to turn Vacillus's moon Kothon into a massive military dock. On Kothon they would build the largest of any of the star fleets, an ambitious plan but a necessary one. They implemented this scheme using monies levied from Tripartite Confederacy under the Treaty of Vacillus, and excise duty on trade through the grav-well with the increasing number of colonies beyond Viridia Solaris/Leviathan. Kothon is a wonder of the age,

and in addition to the extensive military facilities on the surface the w h o l e moon is ringed by the

massive Kothon Harbour, a huge, orbital structure that took VASA engineers twenty years to construct using innovative modular building techniques. Nowadays all traffic coming to or from the grav-well has to dock here for customs inspections. In this customs and excise policing respect VASA's reach is long indeed, and all colonies signing up to the Treaty of Vacillus must have a VASA Customs garrison at their main port. Ultimately the grav-well has been the secret of VASA's success, and without it they could never have accumulated such might and wealth. Nowadays no one could realistically challenge VASA even if they wanted to – not even the combined might of the Tripartite Confederacy. Most citizens of Pan-Humanic space think that this is a good thing, and even when grinding poverty, famine disease and war troubles them they look to VASA for succour. But there is a hardcore of dissidents throughout the galaxy who believe VASA to be responsible for many of the problems they purport to work against. These subversives point to evidence of suppressed media, police state tactics, and shady scientific research. A current story doing the rounds is that VASA has a number of secret astronautics bases engaged in reverse engineering work on the coraline/neutronium drive systems of captured Koralon craft. They say that this work is highly dangerous and could have disastrous environmental consequences for the whole galaxy, claiming that some of the earlier experiments resulted in the creation of black holes that destroyed entire systems. VASA denies all knowledge and most people dismiss the charges as the over-active imagination of cranks. After all, the galaxy is a big and strange place, so the black holes in question were probably there all along weren't they? Surely it would be ridiculous to assume that a protectorate body with such far-reaching responsibilities as VASA would put lives at risk unnecessarily.



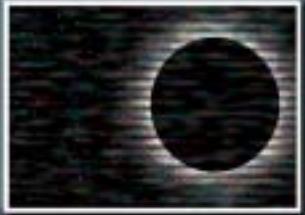
For VASA the colonisation of worlds runs to a very different agenda to that of other powers. Worlds are usually colonised by governments as a way of finding new resource bases to access the raw materials for trade, manufacturing and agriculture and as a way of relieving population pressures. With VASA however there is no trade, the protectorate amassing wealth by levying taxes on goods moving through the grav-wells it watches over. VASA colonises worlds on which descendants of its original administration can live and train for traditional VASA careers such as Suppressor service or excisemen, or aeronautics researchers. They also colonise worlds to create excise zones by prime grav-wells, or to provide security stations for their interests. Being at the forefront of space travel innovation, VASA developed a number of engineering techniques for assembling large structures in the vacuum of space, the most basic of which is the modular approach. Rather than try to build a whole structure, VASA engineers took to building things in stages, and this is an approach that can be seen throughout their work, whether it is spacecraft or architecture. When VASA requires a body in space to be colonised, be it asteroid, planet, man-made space platform or whatever, the would-be colonists use the instantly recognisable VASA colony pods. The pods are of various sizes and

there are numerous types each with different functions. They are constructed from self-replicating carbon nanotubes made by engineers using tunnelling microscopes. To do this graphite molecules are arranged into cylindrical chains, with rounded ends of Fullerene (a carbon allotrope made up of 60 molecules), which creates a light flexible material that is a hundred times stronger than steel, but only a fifth of the weight. Large sheets of this material go into creating the superstructure and outer covering of a pod. When the basic pod has been manufactured then it can be loaded with the machinery that will

VASA Colonies

Sec-Net Bulletin. Farstation 13/Region A1-00:00:00hrs

Contact has been lost with Farstation 13. Research Teams there were carrying out high-level experiments with coraline-neutronium drive systems. Early probe data indicates that where the station should be is a massive gravity well discharging high levels of gamma radiation. We may be looking at another black hole incident



be vital to its operations, and once this has been done the whole thing can be collapsed and stored in a relatively small space. As indicated before, different pods perform different functions and the infrastructure of a colony based on its particular needs can be built up in a simple and logical fashion using these pods. For example, is



Colonisation Pods landing on a "new" world

a planet incapable of life support? If so then the first pod dropped onto the surface should be a life support unit. Is it possible to modify the atmosphere so that the world supports life? If so then an atmosphere-processing pod will be dropped. Are there going to be large numbers of support workers and their families permanently based at the colony? If so then a number of habitation pods, fast food franchise pods, local garrison pods, retail outlet pods and so on will be dropped. VASA manufactures pods for all sorts of things, indeed every type of institution or facility

labs, ore processing facilities, habitat modules for workers and so forth.

The final wave usually consists of entertainments, shops and the various other facilities that take the grind and tedium out of day-to-day life. To actually build a city in this way still takes years and requires hundreds of drops, but the modular approach means that some time is shaved off the process, especially where harsh conditions prevail. As the years pass conurbation can be added to over and over again and pod cities can spread like fungi to cover whole planets. Vacillus

that one can conceive of can be built in this way. As the pods descend onto the surface of colonisation areas using their own disposable grav-jets, they inflate and become rigid at the command of internal computer systems. Four sturdy legs telescope from the base and moor the pod rigidly to whatever surface it lands on and that's it. The pod is ready to fulfil whatever role it has been equipped for and as more pods land in close proximity to it they can be linked by tunnels. The usual sequence of events begins with a number of small pods coming down first to prepare the ground for the colony as it were, clearing the area, providing stable foundations, establishing life support mechanisms and the like. Then a second wave of larger pods will land in the midst of these, with secondary functions such as research

has the oldest such settlement, the capital city Himera, which actually covers three-fifths of the entire planet's surface. There really is very little to limit VASA's colonisation approach in this respect, and if they were engaged in active commercial colonisation then they'd definitely have the upper hand. One such limitation is their grasp of terraforming techniques. VASA planet engineers are extremely good at terraforming in cold, icy conditions, having learned lessons and furthered the science of those who first colonised Vacillus. They are no better than the other major powers when it comes to creating sustainable environments on other types of worlds and for this reason an unusual percentage of VASA colonies are located on wintry worlds with a great deal of surface ice.

Sec-Net Bulletin. Gate 763/Region CNI12-12:15:56hrs

Senator Tindalus has apparently gone mad. Our spies at the Senatorial Sanctum of Sabine VI report that he has declared himself Grand High Tyrant of the Western Sector, and Sabine VI has seceded from the Ironglass Empire. Ironglass has not responded, which is suspicious, so we're not going to compromise our agents' identities by responding either.



VASA Armed Forces



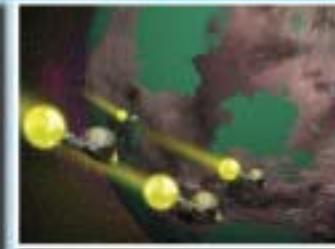
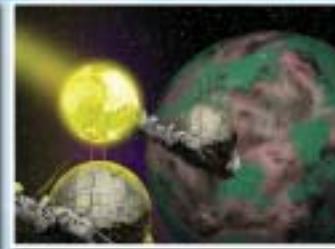
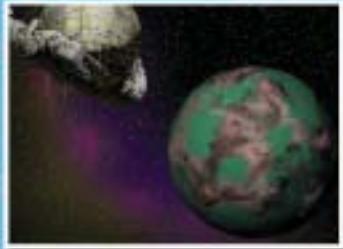
The core of VASA's armed forces is made up of the Suppressor security units, policing VASA operations throughout Pan-Humanic space and their Ronin support vehicles. Many of these Suppressors are drawn from the ranks of Colonial Marines for permanent VASA service, though many more are born into VASA military dynasties. From basic Suppressor service troops can be promoted to other VASA units such as Black Legion, Archangel, Viper Wing and so on. The exceptions to this are the Void Knights, who are chosen for their meta-abilities from the population at large, and the Colonial Marines and Militia serve VASA under the provisions of the Treaty of Vacillus. Because VASA levies the majority of its troops from governments signed up to its treaties it boasts the largest army and fleet in human space.

VASA commands its ground forces through sections, each of which handles a particular area of military or security strategy. A section is a VASA Control HQ that can call

upon resources pretty much at will from anywhere throughout the VASA organisation, co-ordinating fleet support and deploying units wherever necessary. VASA Control itself takes in all aspects of VASA's organisation, but the military and security element is based on Kothon, and it is pretty much the whole made up of the sum of the sections. Such organisation is made possible by communications through the great VASA military intelligence network, Sec-Net. Particular sections are closely associated with certain troop types because of the training and role of those troops, and except in extreme circumstances troops have a well-defined role within a stable corps of comrades. The main sections within VASA are as follows:



Suppressor units make up the core of VASA's military ground forces throughout Pan-Humanic Space



Security Section

Shuriken Guards are elite jump troopers recruited from the ranks of VASA's Black Legion Special Forces



The security section handles the forces that police the grav-wells and the customs and excise zones and pod cities around them. Security section troops are responsible for the prosecution of crime and acts of aggression against VASA or its signatories, and upholding order at VASA bases. It mostly deals with Suppressors supported by Ronin APCs.

Tactical Response Section

The tactical response section is characterised by heavier units organised into strike teams. This section's role is to send forces to quickly engage hostile situations and quell them, whether they be in reef cities, pirate lairs, or unruly colonies. Troops under tactical response section command mostly comprise, again, Suppressors and Ronin, but also Black Legion, Viper Wings, and Birds of Prey Battlesuits.

Planetary Defence Section

The planetary defence section is responsible for manning the various VASA garrisons throughout Pan-Humanic space. Troops under their command engage and destroy enemies threatening the colonies where they're garrisoned, and if hostile forces are heavy they must hold the line until relief forces arrive. This section mostly deals with Colonial Marines, and has the power to declare martial law and conscript the local populations to fight as Militias if necessary.

Special Ops Section

The special ops section deals with a broad range of agendas and missions, many of which they take great pains to ensure the population at large don't know anything about. They handle wetwork (assassination), secret police type seizures and interrogations, recon and intelligence, and diplomatic security, amongst other things. Special ops section works closely with Archangels, Black Legion, and Viper Wings. They also





deal exclusively with deployment of Void Knights and Shuriken Guard, assigning these rare, elite troops and agents where they can most efficiently serve VASA.

Under these over-arching sections, troops are organised into more conventional military groupings. The largest of these groups is a corps. A corps is commanded by a general and can contain elements of pretty much all of the VASA ground forces. The corps' general receives missions from various sections depending on the locations and status of its troops, and puts these into effect by drawing up strategies and battle plans in war councils with his or her officers. Of course with modern VR technology and quantum computing the general can hold simulated conferences over the Sec-Net, bringing together leaders that are light years apart. Corps are subdivided into divisions, each of which contains anywhere between one and five thousand troops, and again contains many elements. In turn divisions are split into patrols. A patrol is a body of troops who mostly operate together in the field and often give themselves inspirational and impressive names, such as the Midnight Ravens or the Jade Talons. Many of these patrols gain renown and troops regard it as a great honour to serve with the best of them. Finally patrols are divided into squads, units of up to a dozen troops all of the same type, usually under the command of a sergeant.

Officers for these units are usually either veterans of the troop type under their direct command or special agents such as Void Knights.

Sec-Net Bulletin. Gate 1003/Region MV16-15:23:31hrs

There is a food riot in progress in the Capital of Tamanu's Vedic Highlands. Supply convoys haven't been able to get to the world for six months now because of an ongoing ion storm around Gate 1003, and famine is a real possibility. Viper Wings and Suppressors are containing the situation so far.



 The Black Legion are VASA's veteran shock troopers



Meta Temples

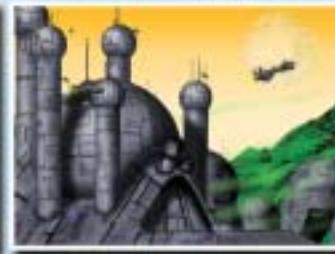
Meta Temples is the name given to various institutions given over to the training of Void Knights. There are two different types, Temple Academies of Exceptional Vocation, and the advanced training institutes called Temple Academies of the Higher Powers.

Temple Academies of Exceptional Vocation are VASA institutes for citizens possessed of the sort of gifts and talents that make them very useful for certain types of military and security work. The Temple Academies themselves are of course pods, like all other VASA buildings, but even so, there is something foreboding in the atmosphere they project with their imposing arched entrances and curious minarets. The idea of the Temple Academy seems at first to be a contradictory one—temple being indicative of mysticism or religion, whilst academy brings to mind science and scholarship.

The *Fivelord Path to Wisdom* is a sort of loose, mystical Canon Law for Meta Knights. It provides them with ancient insights on duty, honour, humility, balance and responsibility to meditate upon.

However, before the widespread building of these institutions there were a heretical group of VASA scientists who believed mystic rituals were the

keys to unlocking very real, scientifically quantifiable paranormal powers. The scientists were a group of neurologists and psychologists investigating the effects of, amongst other things, long-term space missions that sometimes resulted in a form of psychosis, and the reactions of astronauts to crisis situations. They designed virtual reality simulators linked to brainwave altering machinery, to test the reactions of astronauts to a variety of potentially stressful scenarios. What they discovered was quite startling. In a very small percentage of cases, subjects demonstrated what had been traditionally referred to as paranormal powers—telepathy, superhuman strength, speed and balance, preternatural stealth, telekinesis and so forth. Having convinced themselves of the reality of these phenomena, the scientists began to look into ways these abilities could be harnessed, tamed and given direction. They then made an intuitive leap that earned them the derision of the VASA scientific community in general. They decided that ancient mystical techniques of the sort practised by primitive and feudal societies in Viridia's past, techniques for training the will and developing latent martial arts abilities, would be the answer to harnessing these powers. Although the scientific establishment was prepared to admit that such phenomena probably existed, it believed that they were freak occurrences that were unrepeatable



and certainly uncontrollable. The idea of reviving ancient rituals was complete bunk to the establishment, and the scientists involved in the project were scorned for their far-fetched ideas. The heretics were undeterred though, after all there were some eminent people involved with their project and they wouldn't be easily dismissed. Pressing ahead they published a paper on how the human brain develops in relation to language and the imagination, concluding that at a very primitive, fundamental level people actually think in a way that is responsive to ritual, and that even scientific method was an extension of this. Despite the fact that their proofs were questionable, and much to the outrage of the rest of the scientific community, the VASA directorate gave the heretic researchers a substantial development grant. The political climate at this time certainly informed VASA's decision to pursue this research, since it was in the unstable and paranoid period between the first and second Viridian civil wars, i.e. before VASA had a reasonable degree of military and political power and needed any edge it could muster. Nowadays of course there are Temple Academies on most reasonable sized VASA colonies, and though most people never knowingly meet a student of one, everyone knows that the people within the walls are somehow gifted. Most citizens only ever visit a Temple Academy once in their lives and are thereafter never again permitted within—and then there are some that never leave after that first visit. This is because VASA require all citizens of worlds that are signed up to their treaties to be processed for powers within two weeks of their thirteenth birthday unless they can prove there is a medical reason for exemption, such as a heart condition. Candidates are taken to the nearest Temple Academy to their system and undergo a process known as 'Traversing the Void'. This is a sensory immersion simulation, based on an early VR routine that recreated a catastrophic grav-drive failure, and the accompanying sensations just before the astronauts would be atomised. This routine plunges subjects into the darkest pit of inner terror and is a sure fire way of detecting the abnormal electrical spikes in brain activity that indicate paranormal abilities. Most come out of this shaken, even exhilarated, but otherwise normal and are sent home, but for the very few who show an ability they become the property of VASA and are immediately enrolled in a training program, never again to see their friends and families. This is a convenient arrangement, which also

allows VASA to disguise the fact that an equally small percentage of candidates are driven stark raving mad or die during the test. Successful candidates have a rigorous and highly disciplined training regime ahead of them, based as much upon the mystic rites of an ancient sect of warrior monks as the scientific principles of modern fitness and mental aptitude training. Ultimately they will hope to attain the rank of Void Knight at the end of their apprenticeship, a title bestowed in reference to the test they first underwent. Until trainees graduate from the Temple Academies they are known as Novices. The warrior monks in question provided what in the scientists' opinion was the best model for ritual discipline, and it is said that the monks were all capable of superhuman feats at the higher levels of their vocation. VASA scientists have named the rogue brainwave activity seen during manifestations of these abilities Meta Waves, and the powers are consequently known as Meta-Powers. In order to develop the abilities of each candidate in a manner best suited to their particular talents, the Sensei (teachers) of the Temple Academies have identified three broad categories of powers. The first such category is known as the Meta Powers of Force, and students showing an aptitude in this area can tap reserves of strength, speed and endurance that make them unstoppable martial artists. The second category is the Meta Powers of Balance, and students here show inhuman prowess regarding stealth, awareness and fleetness of foot, making them ideal spies and assassins. Finally, the strangest of all categories is the Meta Powers of Spirit, whose students have strange powers of telepathy, telekinesis and prophecy, making them invaluable intelligence and tactical support agents. VASA jealously guards the secrets of how these Void Knights are trained and no other major power has a program like it. Indeed, it is illegal under the Paranormal Powers Security Bill for any citizen to harbour such abilities without declaring them to VASA. However, in a galaxy where rumours and paranoia abound beyond the prosperous confines of the developed worlds, some say that renegade knights exist, avoiding discovery and living by their talents.

Sec-Net Bulletin. Farstation 86/Region Z11-02:11:49hrs

Recon patrols from the Onishi-Yamamoto Farstation, monitoring independent colonies in the Griffin cluster, report that Koralon infestation has taken place on Nineveh Major. Quarantine measures are now underway throughout the cluster and a full scale battlefleet is on the way to Nineveh Major. Early indications are that this will be a long campaign.



The Carnelian Dragonflies

The Carnelian Dragonflies Legion is the scourge of pirates and smugglers across the galaxy. Its elite force of Suppressors, backed up by Birds of Prey and Ronins, with a cadre of Meta-Knights of Spirit providing their intelligence is based on Himera. Led by Grand Master of Spirit Fujiwara, they crush organised crime at its source. Recently they stormed the free port of Caribos 12 breaking a terrorist arms ring.

*Clever Monkeys eat
By stealing from the Village.
Wise Monkeys make Friends*



Temple Academies of the Higher Powers

Void Knights have a hierarchical education system based on the determination and potential of the individuals being trained. Most of those attending a Temple Academy of Exceptional Vocation will graduate with a single meta-power, an ability to place them in an elite league of superhumans. Thereafter they will be initiated into a new life as VASA special agents. Many won't even manage a single discipline though, and drop out before the training is complete. An elite few, the elite of the elite if you will, demonstrate such talent that they are selected for further training.

This training takes place at mysterious, isolated worlds on the outskirts of planetary systems, and are completely given over to the purpose of

training those who make the grade. Apart from military security stations and a space port, the only pod complex on such a world will be the portentously named Temple Academy of the Higher Powers. Veteran Shuriken Guard staff the security stations, grav-wing troops who actually receive combat training at the Temple-Academies. In contrast to other VASA settlements, conurbation is discouraged on worlds supporting the higher Meta Temples. Instead, if it's necessary, terraforming techniques are used to create beautiful wildernesses in which to set the temples. This keys into ideas of the majesty of nature and solitude, apparent in the ancient teachings of the warrior-monk sect upon whose lifestyle the training regime is based. It also reminds modern Meta Knights that human beings control nature, including the functions of their own bodies.

Each Temple Academy of the Higher Powers concentrates on a single meta-discipline, and the regime within the walls reflects this. When graduating Void Knights arrive at the Meta Temple, they're known as Knight-



Knights of Balance are spies and assassins beyond compare



Adepts of whatever power is their speciality, e.g. Knight-Adept of Fury, Knight-Adept of Balance (prior to achieving their first discipline they are Novices). Once candidates learn a second discipline of their chosen meta-power they become Knight-Masters, e.g. Knight-Master of Fury, Knight-Master of Balance. Finally, a very few Knight-Masters will go on to become Grand Masters, having learned three disciplines of their meta-power. So far as anyone is aware, no individual has managed to learn either more than three disciplines, or to learn disciplines from more than one power. The Meta-Temple will contain between twenty and one hundred candidates depending on its size and is run by a Sensei and his or her staff. The Sensei will be a highly experienced Void Knight, usually a Grand Master of their chosen power, and will have their own, inimitable training method. Temple Academies of Fury are vibrant, busy places at most times of the day, containing many exercise yards filled with candidates undergoing weapons and fitness training. The training is very physically demanding, involving staged fights between candidates or between candidates and trainers, endurance training, which involves being hit, stabbed, shot at and so on, and various other painful methods such as balancing on spikes and breaking concrete blocks over one's head. Temple Academies of Spirit, by contrast, are

studious, meditative places, somewhere between the atmosphere of a library and a chapel. The candidates spend much of their time in meditation and study of ancient scriptures and modern treatise on philosophy, religion, military strategy, quantum mechanics and so on. Training takes the form of mental sparring contests, where candidates and trainers focus and merge their thought patterns to create a consensual group hallucination, similar in many ways to the VR routines used in basic training of Spirit disciplines. This however is a much more direct and dangerous method, where anything goes and the trainers must see to it that no one loses control. The clash of such powerful and focused wills can lead to madness, even death, if not for the guidance of the more experienced practitioners. Finally, and most unusually, the Temple Academies of Balance keep all of their candidates separate. In fact the candidates never even see their trainers or Sensei, and are unaware that they are actually undergoing training. They are kept isolated within a relatively large, controlled environment. Within this arena they must overcome certain challenges, based on developing their abilities of poise, balance and stealth, to survive. By the time Knight-Adepts have learned how to escape this arena, they will be Knight-Masters.

**On the River Bed,
The Boulder remains in Place.
The Water runs on**



Knights of Spirit are powerful psychics, able to plant telepathic suggestions, predict the future and even manipulate matter with their minds



The Temple of the Alabaster Moon: A Profile of a Temple-Academy of the Higher Powers

The Temple of the Alabaster Moon is one of the oldest Meta Temples in the galaxy. Over five hundred years old, the venerable pod complex stands atop a magnificent, overgrown rocky outcrop. It is located on the mountainous, heavily forested world of Zanshin. The Temple of the Alabaster Moon has been dedicated to the further training of Knight-Adepts of Balance throughout its history, and VASA control regards it as a shining example of best practise. The first Sensei of the Temple of the Alabaster Moon was an expert on Balance techniques called Masadoko, and he is credited with developing the Flight of the Tengu meta-discipline. Other illustrious Sensei have included Spy Mistress Amaterasu, who was responsible for the assassinations of more wild card demagogues and diplomatic enemies of the VASA organisation than any other individual in history, and Grand Master Hachiman, who pioneered the concept of graduation by ordeal for Knight-Masters of Balance.

The current Sensei of the Temple of the Alabaster Moon is Grand Master Moto, who has been in charge at the Meta-Temple for four years. Prior to this Moto served VASA Special Ops Division for fifteen years, and has carried out solo missions in combat zones all across the galaxy. It is even rumoured that Moto carried out a solo sabotage mission on an artificial planet, which had been occupied by striking construction crews and blew up under mysteri-

ous circumstances. Serving under Grand-Master Moto is a staff of twenty-three trainers, five of whom are Grand Masters of Balance like himself and the rest of whom are Knight-Masters of Balance.

All of Zanshin acts as a massive arena for the training of candidates. The routine for introducing them to the survival environment is always the same. Graduating Knight-Adepts of Balance that have shown the necessary prowess, and are assigned to the Temple of the Alabaster Moon for further training, get on a flight ostensibly to be briefed for their first mission. Thus begins an elaborate ruse in which the ship is sabotaged and forced to ditch on a strange planet (Zanshin) and the Knight-Adept is the only survivor of the crash. Moto and his staff have divided the planet into numerous zones, each designed to test candidates in a different way, and stage-manage various ordeals for them, involving the basic scenario that they're being hunted by an unknown and hostile force. It can take up to five years of running and paranoia before a candidate solves (or is allowed to solve) the puzzle of what is happening to them and why. After this they should have developed a new meta-discipline as well as honing other talents of the Meta Knights of Balance. This method of training, developed at the Temple of the Alabaster Moon by Grand Master Hachiman provides the model for Temple Academies of Balance throughout the galaxy.

The Eagle is Proud,

*And Fiercely
protects her Nest.*

*Doves are
merely Vain*



A VASA Battlefleet prepares for a grav-shunt

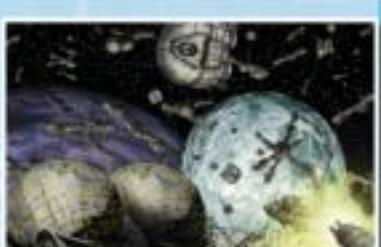
Kothon

Kothon is a large ice moon composed of the remnants from a planet that once occupied the closest orbit to Leviathan. When the massive star underwent its death-spasms this world was destroyed, reduced to a cloud of gas and shattered rock. Some of this material fell into orbit around Vacillus, compressing and accreting to form Kothon. The rest carried on to be captured by Uruk, where it formed that planet's five moons. Of course aeons have passed since this happened, and now Kothon is a smooth, inert sphere of rock covered in a surface layer of ice and frozen noble gases and halogens that is a uniform fifteen kilometres thick.

Cut into the ice is a complex of trenches, sub-surface hangers and bunkers that honeycomb the entire permafrost layer. Within these frozen warrens the might of the Vacillus military fleet is berthed, hidden away from prying eyes below the deceptively blank veil of ice. The access routes to the vast hangers are deep, wide trenches, carved out by fusion drills. At short intervals along the walls of these trenches are defence

ports, in case the unthinkable should ever happen and Kothon come under attack. Each one of these defence ports is a weapon emplacement pod, equipped with a VR controlled primary weapon operated by a technician back in one of the sub-surface bunkers. These are mostly heavy ion cannons, but there are also ion torpedo launchers, quantum mine layers and flux wall generators.

Of course the most visually impressive thing about Kothon is the space harbour. A man-made construction that surrounds the entire moon like a ring around a gas giant. As aforementioned, all flights through the grav-well must stop for customs processing at the harbour. This also acts as a pick-up point for cargoes, with short-haul flights moving back and forth between the Homeworlds and Vacillus. Many grav-drive equipped ships will move cargoes through the grav-well, to and from colonies in the wider galaxy, but never get any further into the Leviathan/Viridia-Solaris system than Kothon.





Himera

Sunrise on Himera



Himera was once a small, permanent settlement of Viridian Assembly scientists, but after VASA became neutral with respect to the settlements that were to become the Tripartite Powers, the Himerans started to branch out, using their pod technologies to settle other parts of Vacillus. There was a time when Vacillus had many cities on its surface, but pod layers have crept outwards from these settlements and the transport links between them. Himera eventually absorbed most of the other communities and nowadays they are mere districts of the capital. Himera has spread as far as it can now, covering all of the Northern and a good part of the Southern Hemispheres of Vacillus. The shifting Southern Ice Wastes have halted Himera's march. This is a vast region of unstable ice floes that has proven too hazardous to build permanent settlements on. Himera has four far smaller satellite cities around the fringes of the Southern Ice Wastes, built on rocky islands in the ice. These are Heiji, Nozaki, The City of Spas, and The Island of the Fifth Essence. They are linked to the main conurbation by deep ice canyons along which sleds and grav-skimmers flit.

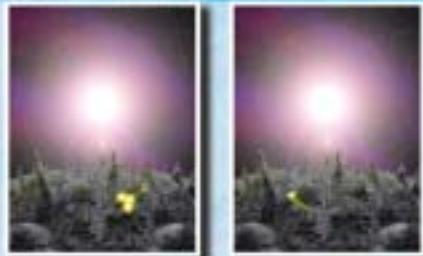
Himera is a settlement of paramount importance in so many ways. Its main purpose is to act

as a great customs and excise zone, processing all traffic through the Leviathan grav-well. Himera is copiously supplied with launch pads and landing sites, each of which is staffed by customs officials and heavily armed security forces. Every single ship on its way to the grav-well, or coming back through it bound for the Homeworlds is expected to stop at the Kothon Harbour for a thorough examination of its contents. Crews take a shuttle down to Himera to have their documentation processed, possibly face interrogation, and take in the commercial delights of the continuous city while they wait for their vessels to pass inspection. The shuttle ports are equipped with so-called 'coffins' for these travellers-racks of credit chip accessed sleeping pods, each one being 1x2x1 metres in dimension and containing a slim mattress, lighting and a media unit. Companies moving produce through the grav-well have to pay hefty taxes on goods, providing VASA with a rich source of revenue. With a set-up like this, one would imagine that movement of contraband to and from the Homeworlds would be impossible, yet it still occurs regularly, with an estimated detection rate of only 40%. VASA are typically tight-lipped about why this should be so, but there have been in the past a number of





scandals involving VASA customs personnel. These include involvement in drugs trafficking, slavery and gun running, amongst other things. Rumours abound regarding a secret society of organised criminals that have infiltrated the VASA infrastructure. Perhaps more important than the customs operation, Himera is the base for Sec-Net. Sec-Net is a galaxy-wide military communications web, run by ten linked quantum-mainframe computers on Himera. Each of these machines is located in its own secret bunker, complete with its military intelligence staff and technicians to service it. Designed by a coalition of the galaxy's best engineers the quantum computers are capable of storing vast amounts of data and processing many terabytes per second. They do this by tapping extra-dimensional sources to spontaneously generate energy, effectively teleporting data. Every VASA base throughout the galaxy has terminals linked by sub-ether relay to Sec-Net; and there are also terminals aboard many ships, satellites and deep space probes. Basically this facilitates a vast communications network, allowing VASA to react swiftly to any problem, whether this be Koralon activity, cosmic disasters, or the imperialistic posturings of other human powers.



The Southern Ice Wastes

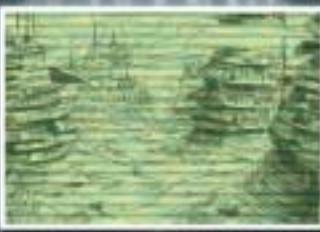
The Southern Ice Wastes is a bleak region consisting of shifting glaciers, high, mountainous peaks and unstable floes of Vacillus's thinnest ice, resting atop an inert ocean called the Sea of Mirrors. No life exists in this cold, inhospitable land; indeed never has existed since at least prior to the time Leviathan shed its planetary shell. The lack of a fossil record on Vacillus has convinced most palaeontologists that in fact no life has ever existed on the planet. The only things that move on the surface are sleds from the few research pods scattered about the region, and skimmers carrying sightseers on day trips out from Himera.

In spite of these somewhat inalienable facts, legends persist regarding the Ice Dragons of Vacillus. A surprising number of superstitious people believe that creatures from the planet's dim history have survived until the present day, by living in pockets of nutrient rich waters enclosed beneath the ice floes of the Southern Wastes. According to geologists this area was frozen over before Leviathan's catastrophe. Theorists claim that in the sealed ice caverns whole ecosystems thrive, the food chain dominated by the fantastical Ice Dragons. Conspiracy buffs even suggest that these creatures have attacked research stations and VASA control has hushed up such incidents to prevent panic. Experts of course dismiss these ideas as nonsense, but VASA tacitly encourages rich, credulous tourists from the Gate Worlds to come and take commercial tours of the Ice Wastes, and maybe, just maybe see a dragon. Some of them even believe that they have.

Sec-Net Bulletin. Gate

416/Region CFT5-00:18:45hrs

'Operation Chronos' field reports are in on the Syntha Termite City of Leda on Apollyon Beta. Our worst fears have been confirmed and strike elements from the Golden Chrysanthemum Warriors Patrol have been scrambled. They will perform the extraction of the evidence at 0600hrs.





Gate Worlds

Grav-shunt



Gate Worlds are rich colonies located close to objects that create good, efficient grav-wells. Such objects include dead stars like Leviathan, large planets, large, static accretions of rock and ice debris, and certain gravitic anomalies that result in pockets of intense gravity. Many of these colonies are old, independent worlds settled in the rush to leave the Homeworlds and strike it rich elsewhere. Those colonies that could exploit grav-shunting because of their locations inevitably prospered from the trade generated. For security reasons most of these worlds were willing to sign up to the Treaty of Vacillus, guaranteeing VASA protection for them. Those that didn't sign inevitably ended up being conquered by aggressive neighbours.

any objects that could be reasonably colonised. Therefore to open up new shipping lanes, VASA engineers took modular building techniques that one stage further. These artificial worlds start life as a large starship-sized plasma reactor in orbit around the source of the grav-well. Over time fleets of construction crews move in through the grav-well building up the structure from the inside out, adding co-reactors, engineering decks and finally factories, hangers, cargo bays, living quarters, life support systems and so on. The finished object is a small planet-sized sphere and takes about fifteen years to complete using current techniques.

The first artificial planet was called Kurosawa, and continues to serve traffic through the Novus grav-well. Others include



ASA places paramount strategic importance on these worlds, maintaining large military harbours and garrisons at them. This is because the gate worlds are effectively the highways of the galaxy. All of the major trade routes in pan-humanic space run through the gate worlds. Independent gate worlds retain their sovereignty (it would be outside VASA's remit and a black day for liberty if the protec-

Hideo at the Ordo grav-well and Tomoe at the Sclorum grav-well. Not all are success stories though, and Io at the Connery grav-well is notorious for a labour scandal in which drug runners supplied the workforce with illegal stimulants. This was done with the full knowledge and complicity of management, in order to meet unreasonable work schedules. 'Stimmers', the drugs



torate decided to annex them) and pay taxes to ASA for the upkeep of defence fleets and troops. There are also a number of artificial gate worlds, all of which belong to ASA and represent a recent technological development—planet construction. It was noted from probe data that many grav-wells were far away from

involved, were of a similar composition to combat drugs given to Junker Suicide Bombers and over time caused psychotic side effects. Deaths were involved, and a major scandal ensued that ASA couldn't keep the lid on—the project is still languishing as the legal rows continue.



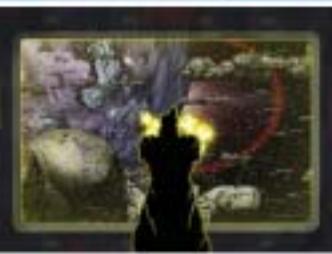
VASA has a very large fleet and some of the best and most expensive ship technology available to anyone. The ships' designs tend to be roughly cigar shaped for the larger craft, and lozenge shaped for the smaller ones. These basic forms are filled out with curves and domes, echoing the modular pods of VASA architecture. Indeed the craft are assembled in modular sections, in common with most other VASA construction technologies. There are five basic size classes of VASA military craft, the largest being Raptor class heavy destroyers. One down from this is the Eagle class standard destroyer. In the middle are Harrier class corvettes. The basic fighter in VASA fleets is the Hawk class battle cruiser, and finally, smaller than the battle cruiser is the Tercel class patrol cruiser. These craft are usually armed with high-tech heavy ion weaponry-cannons, torpedoes, mines and so on. They are supported in battle by light interceptors and assault craft stored in hangers aboard the vessels. Most also have grav-shunting capability.

Grav-shunting devices consist of a Xaser—a four-barrelled X-ray amplifier attached to a powerful holographic grav-shunt computer. The pilots

and navigators are all linked into a VR sim generated by the ship's sensors when a jump is underway. The computer makes a five-dimensional topographical map of the grav-well being targeted, and imposes a cursor of the target grav-well behind this (based on astronomical maps and probe data). The navigators will fire up the Xaser when the senior pilot gives the word, and the sim will show how the grav-well grows and lengthens. The navigators control the formation of the grav-well through five-dimensional space by manipulating the Xaser. When the grav-well extends far enough, it will touch the bottom of the target grav-well, opening up a wormhole. This effect can be observed in reality as a great swirling tunnel, spiralling open like an iris valve in front of the ship and discharging EM flares into the ether. The pilots gun the engines and the ship disappears into the grav-well. Inside, the pilots must steer the ship, whilst the navigators use the Xaser to maintain the wormhole's integrity. The technology and training used nowadays means that accidents virtually never occur, but every now and then there is a tragedy involving a ship tearing through the wall of the tunnel, or the wormhole collapsing.

The VASA Fleet

Battlefleet massing off Vacillus



Sec-Net Bulletin. Gate 961/Region AMJ1-11:45:16hrs

Contact has been lost with the Junkers' city of Palatine on the sand-processing colony of Scipio III. Palatine is the main city on the colony and citizens of other settlements on Scipio have been warned to stay away. The Ironglass Senate has requested counter-mutant assistance, and we're treating this as a code black alert



VASA Army List

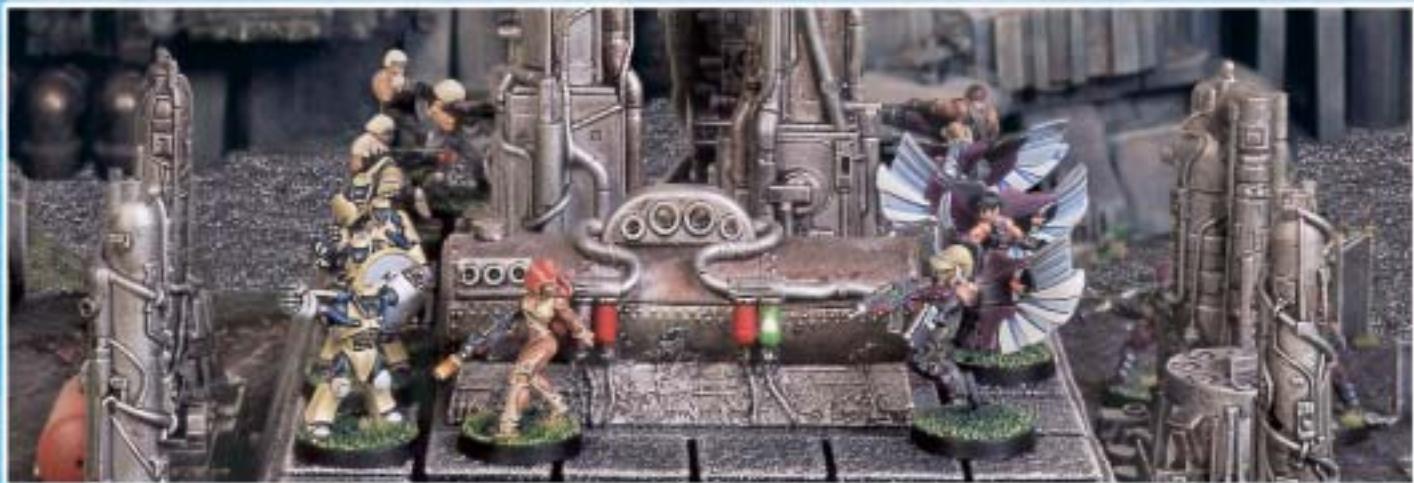
An Archangel Sergeant of the Midnight Ravens faces off the enigmatic Xiao 3.14 Pi

The following section contains information to help you build a force roster and play a game of Void 1.1 using a VASA army. Within this section is a comprehensive army list featuring stats and equipment for your VASA units, an armoury, and also detailed background notes on the combat role and tactics of units to help you decide on the composition of your army. For the rules on how to build any army for Void 1.1, including VASA armies, see page 32 of the Void 1.1 rulebook.

When you make a VASA army you and your opponent(s) should decide on a points limit for your battle before sitting down to choose forces. See page 20 of the Void 1.1 rulebook for some hints on points limits. You can also make things interesting and

more in keeping with the VASA background by basing the composition of your army on the 'VASA Armed Forces' section of this book. Think about what sort of battle you and your opponent(s) are about to fight, and then decide which VASA Section would have issued the orders for the mission. So for example, a reconnaissance mission to a Koralon Reef World would be Special Ops Section and your army would contain lots of Archangels, Black Legion, Meta Knights and so on. Another example may be quelling a Junker uprising as yet another world breaks away from the Ironglass Senate, and the Tactical Response section sends Suppressors, Viper Wings and so on to deal with the situation.

So go now. The universe needs to be balanced.





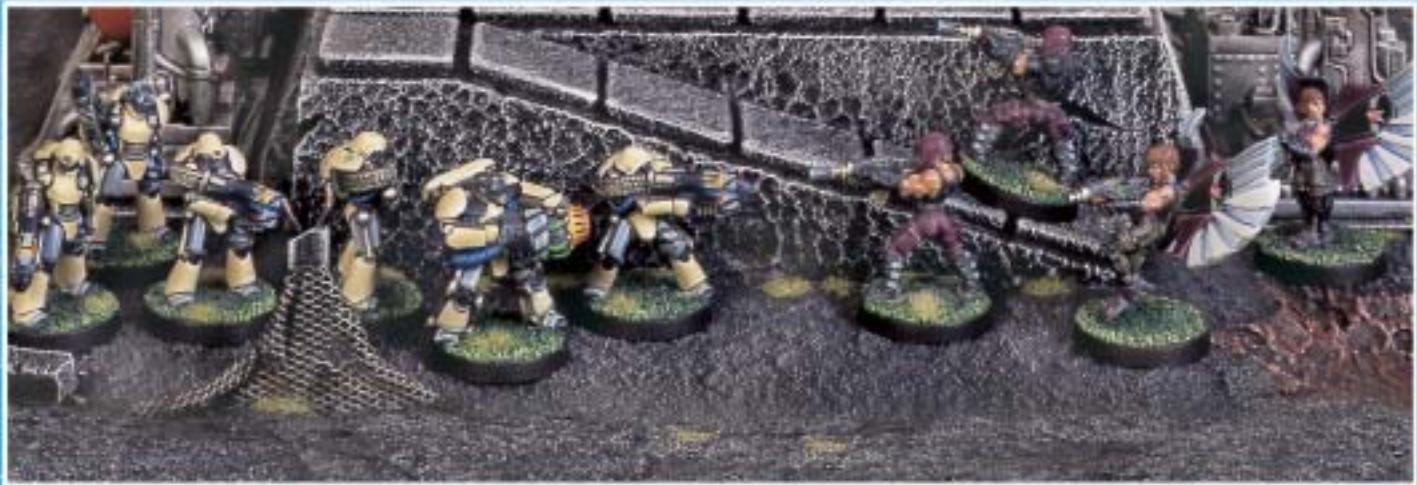
Jade Talon VASA battleforce led by a knight of Fury

The Legion of Sky Ravens

The Legion of Sky Ravens provides guards for some of the biggest and best battleships in the VASA fleet. Primarily the Legion consists of Shuriken Guards, Knights of Fury, Crucifier battlesuits and other such elite, close-quarters fighters. Their main task is to repel boarders in the event of their ship being overrun, though in rare circumstances they will assault other vessels. They recently triumphed against organised crime syndicate The Harmonious Fists, by successfully defending Eagle class destroyer the Kobayashi Swan.



Syntha Tactical Androsynths attack a VASA station





Suppressors of the Jade Talons engage Koralon



Colonial Marine



Colonial Marine



Colonial Marine Sergeant



Colonial Marine Chaingunner

Suppressor Squads

Suppressor units make up the core of VASA's military ground forces throughout Pan-Humanic Space. They are trained in crowd control and urban pacification techniques with armed response security units, and as well as supporting Colonial Marines they're often used as a de facto police force, battling pirates, rioters and other threats to the VASA infrastructure. In this role they are sometimes equipped with special, non-lethal ordnance designed to incapacitate enemies rather than kill or maim them. For many though, they are faceless figures of grim authority and oppression.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad

Unit Size: 4-10

You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Suppressor	Gauss Rifle	4-10	19
	Stun Baton, Battlefield		
Grenade Launcher	Grenade Launcher	0-1	32(s)
Sniper	Sniper Rifle	0-1	30(s)
Sergeant	Gauss Rifle	0-1	21
	Stun Baton, Battlefield		

Special Rules

Suppressor: Suppressive fire 1

Sniper: Sniper, Marksman

Grenade Launcher: Suppressive fire 1, Tactical Awareness

Sergeant: Suppressive fire 1, Tactical Awareness, High Morale (+1)

Colonial Marines

Colonial Marines man the permanent VASA garrisons throughout the galaxy. Their role is to defend VASA interests—colonies under VASA protection, customs and excise zones and other emplacements, and so on. They come from the ranks of new Marine recruits throughout the galaxy: all powers signed up to the Treaty of Vacillus having a duty to provide a tithe of soldiers for VASA service.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad

Unit Size: 4-12

You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Marine	Gauss Rifle	4-12	17
Chain Gunner	Chain Gun	0-1	21(s)
Rocket Launcher	Rocket Launcher		
	Autopistol	0-2	40(s)
Grenade Launcher	Grenade Launcher		
	Autopistol	0-2	31(s)
Sniper	Sniper Rifle	0-1	29(s)
Sergeant	Gauss Rifle	0-1	19

Special Rules

Rocket Launcher: Tactical Awareness

Grenade Launcher: Tactical Awareness

Sniper: Sniper, Marksman

Sergeant: Tactical Awareness, High Morale (+1)



The Jade Talon Legion

The Jade Talons are mutant hunters. They have specialist seek-and-destroy units of Archangels, Birds of Prey, Suppressors and Meta-Knights, tracking and gathering intelligence about mutant activities and acting where appropriate. They were one of a number of such units recently formed by VASA in response to the growing problem of mutant cults. Led by the zealous Grand Master of Fury Ishikawa, they have so far eradicated fifteen mutant sects deemed to present a significant threat to galactic security.





Archangels

Black Legionary ➤

VASA Militia

Militia are VASA conscripts called up during times of emergency. In combat they have a primarily defensive role and take their orders from Colonial Marines. On the whole they're poorly trained and equipped, and represent the last line of defence a colony has. Citizens can only be conscripted like this under Martial Law, which is only declared for major insurrections or invasions. They are equipped with whatever is available at local Colonial Marine garrisons.

AS	SH	ST	T	W	CD	SZ	MV
3	3	3	3	1	4	2	4

Structure: Squad

Unit Size: 4-12

Troop Type	Equipment	No. per Unit	Cost
Militia	Autorifle,		
	Combat Blade	4-12	12
Militia	Autopistol,		
	Combat Blade	4-12	12
Militia Leader	Autorifle,		
	Combat Blade	0-1	14

Special Rules

Militia Leader: Tactical Awareness, High Morale (+1)

Shuriken Guard

Shuriken Guards are elite jump troopers recruited from the ranks of VASA's Black Legion Special Forces. They are often assigned to protect VIP's, dignitaries, important members of the intelligence community and so on, where their formidable combat training and mobility can see off threats and get their charge out of trouble quickly. Shuriken Guards receive their special training at Meta Temples of Fury, participating in many of the same exercises as Knights of Fury.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	5	1	6	2	4

Structure: Squad

Unit Size: 4-10

Troop Type	Equipment	No. per Unit	Cost
Shuriken Guard	2 Blasters	4-10	56
Sergeant	2 Blasters	0-1	59

Special Rules

All: Jump Trooper, Guard, Shock Trooper, Fearless, Multiple Shots (x2)

Sergeant: High Morale (+1), Tactical Awareness

Black Legion

The Black Legion are VASA's veteran shock troopers. They are equipped with the absolute best that money can buy, ordnance usually only to be found in the private security forces of the richest megacorporations. In combat they wear graviton pulse packs that allow them to make superhuman leaps, covering massive distances with a single bound. Once in close their highly effective and insanely expensive ion weaponry can be brought into play. Black Legionaries go in first as hard-hitting strike elements, or they're used as highly mobile support for VASA security forces.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	5	1	5	2	4

Structure: Squad

Unit Size: 4-10

Troop Type	Equipment	No. per Unit	Cost
Black Legionary	Ion Lance	4-10	45
Sergeant	Ion Lance	0-1	48

Special Rules

All: Jump Trooper, High Morale (+1), Fearless, Shock Trooper

Sergeant: High Morale (+2), Tactical Awareness

*When the Typhoon Rages,
Boughs break and Mighty Trees fall.*

The Saplings Wand bends

Archangels

Archangels are forward recon troops. Archangels wear grav-wings making them very fast and mobile troops, allowing them to cover great distances in a relatively short time for infantry. They are armed with gauss rifles, and in combination with their movement abilities this optimises them for lightning strikes on enemy positions—jumping in close, strafing the enemy, then getting out again.

AS	SH	ST	T	W	CD	SZ	MV
4	5	4	4	1	5	2	4

Structure: Squad

Unit Size: 4-10

Troop Type	Equipment	No. per Unit	Cost
Archangel	Gauss Rifles	4-10	33
Sergeant	Gauss Rifles	0-1	35

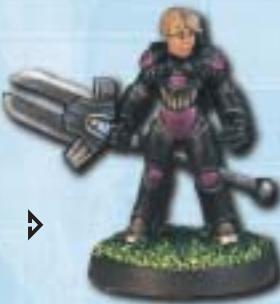
Special Rules

All: Jump Trooper

Sergeant: High Morale (+2), Tactical Awareness



Black Legionary ➤



Black Legionary sergeant ➤



Black Legionary ➤



Black Legionary ➤

The Lotus Hawk Legion

The Lotus Hawks are a mobile infantry force usually consisting of Suppressors supported by vehicles, Viper wings and Birds of Prey Battlesuits. Traditionally their role has been as forward recon elements and scouts in hostile or unknown terrain. Their renown came about following the investigation of a mayday beacon on Junker subsistence-mining outpost Antonine IV. The place was heaving with Araktons when they arrived, but undeterred, they held the territory until a more substantial relief force could arrive.



Sec-Net Bulletin, Farstation 64/Region A-08:24:24hrs

Agents monitoring the ongoing situation in the Muceloid System report that disguised cargo vessels crewed by known Viridian traders are operating in the region. This sector is under embargo pending the outcome of investigations into organised criminals using the system as a base. Continue observation and provide intelligence reports every 12 hours until further notice.



The Midnight Raven Legion

The Midnight Ravens officially don't exist. They are mainly covert ops units consisting of Suppressors, Shuriken Guard and Meta-Knights of Balance. They're currently led by Grand-Master of Balance Hiro, and their tactical role involves all manner of black bag missions for VASA control-sabotage, assassination, cover-ups, etc. They have acquitted themselves well during the illustrious history of the unit, and most recently were the prime suspects in the assassination of self-proclaimed Emperor Tamerlane, of the breakaway Khan Faction.

Ronin APC

Ronin APCs are lightly armoured patrol vehicles used by the Suppressors primarily as troop carriers. The Ronin can transport up to eight troops to where they're required on the battlefield, in the relative safety of its armoured passenger compartment. Its advanced suspension and heavy duty tyres allows the Ronin to move easily across broken ground, such as rubble and crater strewn streets or loose rocks. Ronins are often deployed to break up civil disturbances and may field a variety of ordnance to deal with this sort of thing. Such ordnance includes turret mounted chain guns and grenade launchers, and mine sweeping flails that are also great for clearing crowds, if casualties aren't an issue.

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	6	3	5	5	8

Structure: Individual

Troop Type	Equipment	No. per Unit	Cost
Ronin APC	Mounted Gauss Rifle,	0-1	97

Special Rules

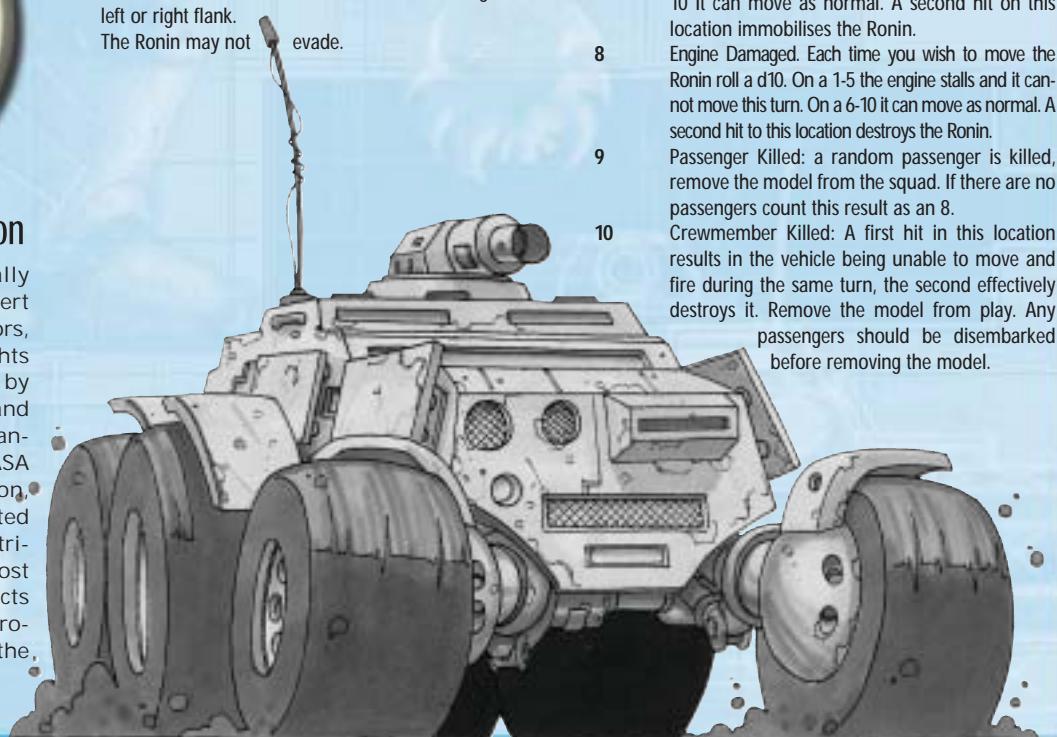
Suppressive Fire 6, Tactical Awareness, Heavy Armour 3, Lethal Strike (x2), Troop Carrier 8(2), Rough Terrain Specialist (Broken Ground)

The mounted Gauss Rifle may fire through the full 360 degrees.

The Ronin may make 1 turn for every 3 inches moved. In close combat the Ronin tries to run over its opponents. (To Hit +0, DAM ST+0)

Models attacking the Ronin from behind receive a +2 bonus on their 'To Hit' rolls, and a +1 bonus if attacking from the left or right flank.

The Ronin may not evade.



Upgrades:

The Ronin APC may be fitted with one of the following turret upgrades:

Turret Upgrades:

Upgrade	Special Rules	Cost
Mounted		
Chain Gun	Suppressive Fire 10	+30
Mounted		
Grenade Launcher	Suppressive Fire 8	+30

All Turret Weapons fire in a 360 degree arc.

The Ronin APC may also be fitted with one of the following chassis upgrades:

Chassis Upgrades:

Upgrade	Special Rules	Cost
Bull Plates	+1 ST and +2 Heavy Armour in the front arc	+10
Flail	(x3) Multiple Attacks in the front arc	+15
Electro Hull	See Armory Section	+28

Damage Table

1d10 Result

1-5	No Additional Damage
6	Weapon Damaged: Each time you wish to fire the weapon, roll a D10. On a 1-5 it cannot fire this turn. On a 6-10 it can fire as normal. A second hit on a weapon destroys it.
7	Tyre Damaged: The shot has damaged the Ronin's tyres. Each time you wish to turn the Ronin roll a D10. On a 1-5 it cannot turn. On a 6-10 it can move as normal. A second hit on this location immobilises the Ronin.
8	Engine Damaged: Each time you wish to move the Ronin roll a d10. On a 1-5 the engine stalls and it cannot move this turn. On a 6-10 it can move as normal. A second hit to this location destroys the Ronin.
9	Passenger Killed: a random passenger is killed, remove the model from the squad. If there are no passengers count this result as an 8.
10	Crewmember Killed: A first hit in this location results in the vehicle being unable to move and fire during the same turn, the second effectively destroys it. Remove the model from play. Any passengers should be disembarked before removing the model.

Eagles of the Sun Minesweeping Ronin



Jade Talon Ronin equipped for riot control



Lotus Hawk Ronin equipped for personnel transport



Midnight Raven Ronin kitted out in heavy assault mode with chaingun turret





Jade Talon battleforce



"Typhoon"
Bird of Prey

Birds of Prey

Bird of Prey battlesuits are armoured, VR controlled battlesuits controlled by a Black Legion pilot. In battle they provide heavy support for Black Legion units and other strike elements. There are three variants of the suits each with a different role. Shogun Birds of Prey are equipped with grav-wings and armed for close combat, particularly anti-armour. Typhoon Birds of Prey do not have grav-wings and provide long range support with their MLRS. Finally the Crucifier Birds of Prey don't have grav-wings either, and are close support anti-infantry units, armed with heavy grape guns.

"Shogun" Bird of Prey

AS	SH	ST	T	W	CD	SZ	MV
5	4	6	6	2	5	5	4

Structure: Squad
Unit Size: 1-4

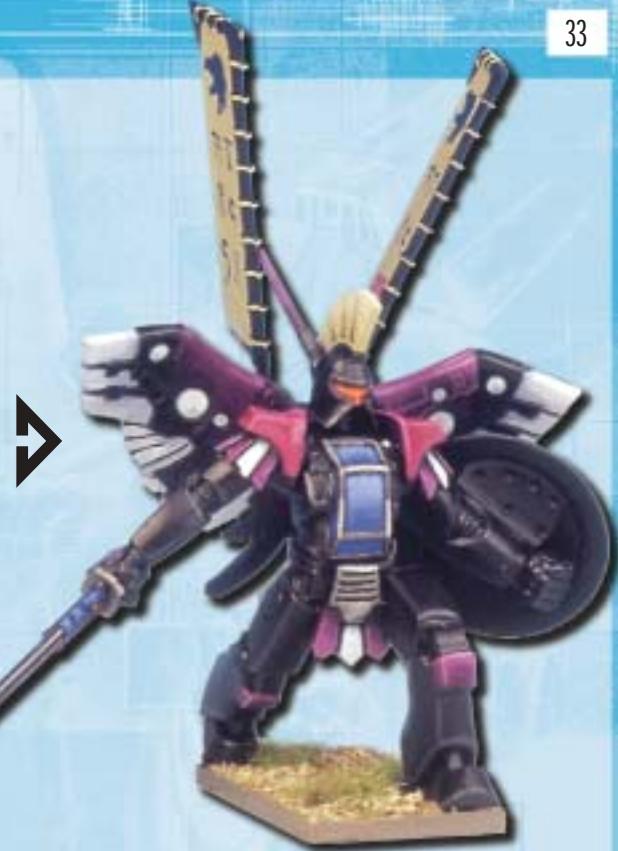
Troop Type	Equipment	No. per Unit	Cost
Shogun	Ion Katana Negatron Shield	1-4	64

Special Rules
Jump Trooper, High Morale +2, Multiple Attacks (x2), Lethal Strike (x1)

Shoguns cannot evade.

*Eels live in Rivers,
Salmon roam the Wide Ocean,
Until they must spawn*

"Shogun" Bird of Prey Landing



"Crucifier" Bird of Prey

AS	SH	ST	T	W	CD	SZ	MV
5	4	6	6	2	5	5	4

Structure: Individual

Troop Type	Equipment	No. per Unit	Cost
Crucifier	2 Cesti	0-1	66
	2 Heavy Grape Guns		

Special Rules

High Morale +2, Multiple Attacks (x2), Multiple Shots (x2),

Heavy Armour 3, Lethal Strike (x1)

Crucifiers cannot evade

"Typhoon" Bird of Prey

AS	SH	ST	T	W	CD	SZ	MV
5	4	6	6	2	5	5	4

Structure: Individual

Unit Size: 0-1

Troop Type	Equipment	No. per Unit	Cost
Typhoon	MLRS, 2 Cesti	0-1	83

Special Rules: Multiple Attacks (x2), High Morale +2, Heavy

Armour 3, Tactical Awareness, Lethal Strike (x1)

Typhoons cannot evade.



The Eagles of the Sun Legion

The Eagles of the Sun are a traditional diplomatic honour guard. They're escorts for VASA dignitaries, or for VIPs attending functions in VASA territory. They're rarely called upon to demonstrate their skills, but when the time arises, they're expected to be the best. They must lay down their own lives if necessary, and in the past more than one head-of-state has had cause to celebrate their dedication.



"Shogun" Bird of Prey Launching





▲ GSX 900 Viper Wing



◀ Knight of Fury



Knight of Spirit ▶



◀ Knight of Balance



Major Kali ▶

GSX 900 Viper Wings

Viper Wings consist of light, fast and highly manoeuvrable bikes. They are primarily deployed as advanced recon elements, their riders equipped with little more than a blaster and their wits. The blasters are fairly decent anti-personnel weapons, and this combined with the speed and manoeuvrability of the bikes makes the bike corps excellent for picking off flankers and stragglers in enemy forces, though they are likely to be seriously outclassed by armour, or heavy forces.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	6	1	5	4	9

Structure: Squad

Unit Size: 2-6

Troop Type	Equipment	No. per Unit	Cost
Viper	Blaster	2-6	37
Viper Sergeant	Blaster	0-1	41

Special Rules

Sergeant: Tactical Awareness, High Morale (+1)

Extended Fire Arc: Since the rider is using a 1-handed weapon, he or she can fire it in a 180-degree arc to the front. Models making rear attacks on Vipers get +1 to hit. The model can make 1 turn for every 2 inches moved. In close assault the rider fights using the Blaster. Vipers cannot evade.

Void Knights

Void Knights are near legendary individuals who have trained in esoteric arts that allow them to perform amazing feats on the battlefield. They use a combination of strict mental disciplines that take years to learn, and a withering fitness regime to manifest their so-called Meta Powers. There are three different vocational paths open to potential Knights-Fury, Spirit and Balance. Each discipline focuses a Knight's natural abilities in a radically different way.

Knights of Fury

Knights of Fury are incredible martial artists, able to perform displays of superhuman fighting prowess and seemingly impossible feats of strength and speed. Of all the knightly orders they are the best loved by the common soldiery.

Knight Adept							
AS	SH	ST	T	W	CD	SZ	MV
5	4	5	5	1	5	2	4

Knight Master							
AS	SH	ST	T	W	CD	SZ	MV
6	4	5	5	2	6	2	4

Grand Master							
AS	SH	ST	T	W	CD	SZ	MV
6	4	5	5	3	6	2	4

Structure: Individual

You may add a Knight of Fury to any of the following units, using the same buying criteria as sergeants: Colonial Marines, Militia, Suppressors.

Troop Type	Equipment	No. per Unit	Cost
Knight Adept	Ion Lance, Blaster	0-1	36
Knight Master	Ion Lance, Blaster	0-1	54
Grand Master	Ion Lance, Blaster	0-1	70

Special Rules

All: Tactical Awareness, Fearless, Immune to Panic

Knight Adept of Fury: Meta Powers 1

Knight Master of Fury: Inspiring, Meta Powers 2

Grand Master of Fury: Inspiring, Lethal Strike (x1), Meta Powers 3

Knights of Spirit

Knights of Spirit are powerful psychics, able to plant telepathic suggestions, predict the future and even manipulate matter with their minds. Many fear the Spirit Knights and those who have stood against them in battle recount experiencing terrible visions and past nightmares when in close proximity to them.

Knight Adept							
AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	6	2	4

Knight Master							
AS	SH	ST	T	W	CD	SZ	MV
4	5	4	4	2	7	2	4

Grand Master							
AS	SH	ST	T	W	CD	SZ	MV
5	5	4	4	2	7	2	4

Structure: Individual

You may add a Knight of Spirit to any of the following units, using the same buying criteria as Sergeants: Colonial Marines, Militia, Suppressors.

Troop Type	Equipment	No. per Unit	Cost
Knight Adept	Blaster	0-1	34
Knight Master	Blaster	0-1	53
Grand Master	Blaster	0-1	63

Special Rules

All: Tactical Awareness, Immune to Panic, Terrifying

Knight Adept of Spirit: Meta Powers 1

Knight Master of Spirit: Find Weakness 2, Meta Powers 2

Grand Master of Spirit: Find Weakness 3, Multiple shots (x2), Meta Powers 3

Knights of Balance

Knights of Balance are spies and assassins beyond compare. They are so utterly focussed and attuned to their surroundings that they can pass unseen by the most vigilant guards, and they can control their own metabolism to move at incredible speeds and perform amazing gymnastic feats. They are loners by disposition, never joining other units, and are deeply mistrusted by most of their comrades.



Knight Adept		AS	SH	ST	T	W	CD	SZ	MV
5	4	4	4	1	5	2	2	4	

Knight Master		AS	SH	ST	T	W	CD	SZ	MV
5	5	4	4	2	6	2	2	4	

Grand Master		AS	SH	ST	T	W	CD	SZ	MV
5	5	5	4	2	6	2	2	4	

Structure: Individual

Troop Type	Equipment	No. per Unit	Cost
Knight Adept	Sniper Rifle, 2 Combat Blades	0-1	53
Knight Master	Sniper Rifle, 2 Combat Blades	0-1	76
Grand Master	Sniper Rifle, 2 Combat Blades	0-1	98

Special Rules

All: Sniper, Marksman, Stealth

Knight Adept of Balance: Meta Powers 1

Knight Master of Balance: Dodge, Meta Powers 2

Grand Master of Balance: Dodge, Strike First, Meta Powers 3

Major Kali

Kali is a competent, well-trained soldier with an impressive service record. She was born on the rimworld of Nu-Utopia, and as a teenager she narrowly escaped with her life when Koralon forces invaded. She was successfully evacuated to a nearby VASA outpost but her parents weren't so lucky. As a ward of VASA, she joined the marines to make herself useful, and has rapidly advanced to the rank of major. VASA often sends her on do or die missions against the Koralon because they know how much she hates them. No matter what horrors she faces, Kali will keep killing Koralon.

AS	SH	ST	T	W	CD	SZ	MV
4	6	4	4	2	6	2	4

Structure: Individual

An army cannot contain more than one Kali. You may add Kali to a Unit of Colonial Marines by using the same buying criteria as Sergeants.

Troop Type	Equipment	No. per Unit	Cost
Kali	Chain gun	1	34

Special Rules

Tactical Awareness, High Morale (+1)

Kali hates Koralon and cannot be diverted from the business of killing them no matter how bad the situation gets. When fighting Koralon Kali has the Fearless and Immune to Panic special rules.

Lieutenant Kaneda

Lieutenant Kaneda is from a dynasty of VASA Suppressors. Kaneda's sister, his father, and his grandfather and grandmother are or were all Suppressors. With this sort of background it is little wonder that young Kaneda also got behind the shield. Under fire he is a particularly level-headed and calm individual, performing as well as if it were just a sim. He has seen active service in the mutant uprising on Praxis 9 and won a Distinguished Service Medal for bravery during an exchange of gunfire with smugglers at the Hando Customs and Excise Zone.



◀ Knight of Fury [CW]



Knight of Fury [CW] ▶



◀ Commander X



Captain Zed ▶



Suppressors from the Jade Talon Legion take refuge in an urban ruin

Commander X

Commander X is an infamous and bloody-handed Black Legion leader. No one knows the real identity of X, but since she joined the Legion in the aftermath of a long, embarrassing campaign by Viridia against freedom fighters on the jungle world of Mekong Delta, it is presumed she is a Viridian veteran of that war. Commander X is a harsh disciplinarian and is as ruthless as any Enforcer, never taking prisoners and never giving any quarter. Wherever Commander X gets involved, diplomacy is no longer an option. She currently heads up the Midnight Eagles Strike Force, a rapid response unit of Black Legion based on Vacillus's moon, Kothon.

AS	SH	ST	T	W	CD	SZ	MV
6	6	4	5	2	6	2	4

Structure: Individual.

An army cannot contain more than one Commander X. You may add Commander X to a Unit of Black Legion by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Commander X	2 Blasters	1	85

Special Rules

Jump Trooper, High Morale (+2), Tactical Awareness, Fearless, Shock Trooper, Multiple Attacks (x2), Strike First

Hero & Leander

Hero and Leander form a unique road bike and sidecar team that is constantly followed by VASA approved war correspondents wherever they go. Both were previously media celebrities in their own right, Hero, the bike rider, an actress from Viridia, and Leander, the chain gunner, an aristocratic playboy from the Gate world Mammon. They both decided to serve their worlds in the Marine Corp, but in a cynical media ratings grabber, someone in VASA high command had the bright idea of presenting them as the acceptable face of war. To everyone's surprise this has actually paid off, as the pair has overcome their cosseted background to become hardcore combat veterans. They support infantry and bike units on the battlefield, and seem content to remain in the limelight of their new, ultra-violent career.

AS	SH	ST	T	W	CD	SZ	MV
5	6	4	5	3	6	4	8

Structure: Individual.

An army cannot contain more than one Hero & Leander. You may add Hero & Leander to a unit of Vipers using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Hero & Leander	Blaster Mounted Chaingun	1	98

Special Rules

Tactical Awareness, High Morale (+2), Multiple Attacks (x2), Inspiring
Hero & Leander may make 1 turn for every 3 inches moved.

In close combat Hero & Leander fight with their blasters. Remember that they fight as a single model using the above stats, don't make separate attacks for both Hero and Leander. Models making rear attacks on Hero & Leander get +1 to hit. Extended Fire Arc: Since Hero is using a blaster; she can fire it in a 180 degree arc to the front. Chain gun fire-arc left flank. Hero & Leander cannot evade.





Guardmaster Takaji

Guardmaster Takaji is a highly skilled Shuriken Guard. He's the commanding officer of the Eagles of the Sun, an honour guard patrol based on Kothon. When VIP's or others require the service of VASA bodyguards, Special Ops Section HQ assigns them. The most important have the honour of Eagles of the Sun protection. When Takaji springs into action he's a one-man firestorm, capable of levelling swathes of enemies in an instant. His rapid-fire technique is impressive and has a great morale boosting effect on allies.

AS	SH	ST	T	W	CD	SZ	MV
5	6	4	5	2	7	2	4

Structure: Individual

An army cannot contain more than one Takaji. You may add Takaji to a Unit of Shuriken Guard by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Takaji	2 Blasters	1	86

Special Rules

Guard, Jump Trooper, Shock Trooper, Fearless, Multiple Shots(x3), High Morale(+2), Tactical Awareness

Captain Akemi

Captain Akemi is a veteran Bird of Prey pilot. She wears a custom Shogun battlesuit, in which the armoured cockpit canopy has been replaced by a Negatron shield generator. This allows her normal vision instead of having to rely on VR input, which she doesn't trust after getting badly shot up when her suit's VR system crashed whilst fighting rebels in the Carnivaean System. She is a master of the use of the Ion Katana and uses two in combat, knowing exactly where to strike with them to inflict maximum damage.

AS	SH	ST	T	W	CD	SZ	MV
7	4	6	6	3	6	5	4

Structure: Individual

An army cannot contain more than one Akemi. You may add Akemi to a Unit of Shogun Birds of Prey by using the same buying criteria as Sergeants.

Troop Type	Equipment	No. per Unit	Cost
Akemi	2 Ion Katana Negatron Shield	1	92

Special Rules

Jump Trooper, High Morale (+2), Multiple Attacks(x2), Lethal Strike(x2), Heavy Armour 3.



Archangels from the Midnight
Ravens surprise Viridian Marines



Sec-Net Bulletin. Gate

95b/Region XXL42-10:46:02hrs

18 Colonial Marines of 11th Jade Condor Patrol, garrisoned at Hygro City on Pluvium Prime, have been killed in a suspected mutant ambush. Dispatch Admiral Hosagawa with 1 Eagle Class Destroyer and 2 Harrier Corvettes, plus ground crews to investigate, and if necessary engage.



The Swooping Cloud Falcon Legion

The Swooping Cloud Falcons are an airborne strike force. Black Legion Commander Tao currently leads them and their specialities are extractions and relief. The Swooping Cloud Falcons were given their title and honorary regiment status after the Battle of Caldera, when Black Legion Commander Condor rescued a Viridian platoon besieged by Junker supported rebels on the marginal settlement of Volcane.

Special Rules

This special rules section is designed to be used in conjunction with the special rules section in the Void 1.1 rulebook.

Stealth

Models with stealth are even better at avoiding being seen than models with camouflage. In addition to the normal +1 cover save enjoyed by camouflaged models, models with stealth are considered as being out of LOS for enemy models beyond short range.

If the model makes an aggressive action (charging or shooting at an enemy model) it gives its position away and can be targeted as usual.

Find Weakness

Models with this skill can find chinks in heavy armour systems, either because of their experience, awareness or intuition. The weapons of models with this skill gain an armour-piercing ability equal to the user's Find Weakness level. This is in addition to any armour piercing ability it may already have.

Guard

Some troops are trained to stand by particular things, places or people and if necessary lay down their own lives to ensure the protection of whatever is being guarded. The guards and whatever they're guarding effectively become a single unit. The following rules apply:

- Guards may not voluntarily move out of cohesion with whatever it is they're guarding (obviously if this is a particular area of the tabletop the guards may not voluntarily leave it during the battle)
- Whilst guarding and in cohesion the unit is Immune to Panic

If the thing being guarded is a portable object or a person, then the guards may move with it. In addition to the rules above the following rules also apply:

- Guard models with special movement rules such as Rough Terrain Specialist or Jump Trooper, or simply a higher movement rate than the thing they're guarding, can each pick up an object or person and move with them as normal, provided that object or person does not have a greater SZ stat than the guard model carrying it
- Guards will throw themselves in the way of incoming fire if necessary, in order to protect the thing they're guarding. As long as there are any guards left, all damage, including templates, is assigned to guards before being assigned to models or objects under their protection

Jump Trooper

Some models, particularly in VASA's special forces, are equipped with sophisticated devices such as grav-wings or graviton pulse packs, which enable them to make great, controlled leaps over intervening obstacles. When such troops wish to move or assault they may make a jump, using the following rules:

- Jump troopers carrying out assault orders may use their jump ability to charge, but not to close
- Enemy models charged by units making a jump may not counter charge
- When making a jump, models may ignore obstacles up to 5" in height

Jumps do not always go exactly to plan, as the equipment involved is difficult to handle and subject to environmental influences such as weather, enemy fire and so on. Before the unit makes its move or assault orders make one CD check for the entire unit. If the CD check is passed the unit may move up to 10" and then continue with its turn as usual. If the command test is failed, the leap was mistimed, or a stray gust of wind has upset the jump troopers' tight formation. The unit may still move up to 10" but the following rules also apply:

- If the CD check was failed before carrying out a move order, the unit suffers an additional -1 'to hit' modifier to any shooting in its current turn
- If the CD check was failed before carrying out an assault order, the unit loses all charge bonuses (including bonuses for special rules like Shock Trooper), and can be counter-charged.

Dodge

Models with this skill are preternaturally aware or quick, even to the extent of avoiding bullets. Each time they suffer damage, for whatever reason, they can make a CD test, if successful they don't take any damage.

Meta Powers

Some individuals possess what seem to be paranormal powers, making them capable of incredible feats of physical or mental prowess. The following rules apply to choosing Meta Powers:

- Models may choose a number of meta powers equal to the number listed by their meta powers skill
- Models must choose all of their powers from one discipline only. The models profile will indicate which discipline the model chooses from

For using meta powers the following rules apply:

- A model may only use one meta power per turn
- To use a meta power make a CD test. If it's successful apply the effect listed for the power, if it fails the model cannot do anything else in that phase
- The meta power profile will tell the user when it can be used. Using the power effectively replaces any other action that the model could take during that part of the order sequence, whether or not it is successfully used.
- Any Meta Powers that have ongoing effects requiring the placement of markers run out at the end of the game turn. Markers are removed as usual during the marker phase of the following turn.

See the Meta Powers list opposite for details of disciplines and individual powers

Suppressive Fire

Models with Suppressive Fire can attempt to scare or subdue an enemy rather than kill them. They are often equipped with special non-lethal ordnance such as gel rounds, shock grenades, tear gas and so on, or they may simply be trained to fire warning shots effectively. A unit with suppressive fire can opt to use it instead of shooting. To do so use the following rules:

- Pick a target within LOS and no farther away than long range, subject to normal targeting restrictions
- Do not roll any dice to hit or wound
- Add together the Suppressive Fire values of every model firing at the target
- Add together all of the target unit's remaining Wounds, then add +1 to this value for every point of SZ above 2 that a single model of the target type has
- The target unit then takes an immediate Panic test modified by the total of number of Wounds plus SZ above 2, minus Suppressive Fire total

Troop Carrier

Many vehicles and their alien equivalents can transport troops across the battlefield, quickly delivering them to where they're needed and providing the protection of their (usually) better armour. The first number indicates the maximum number of models that may be in the troop carrier at any one time and the number in brackets indicates the maximum size of those units. When using troop carriers the following rules apply:

- Troop carriers can be deployed at the start of the game with units inside them. Mark the presence of such units on the carrier's record sheet
- Troop carriers must transport either all or none of a unit. They cannot transport partial units
- Enemy models may not enter troop carriers
- Once aboard a troop carrier, passengers are effectively part of the vehicle and can be affected by results on its damage table

The following rules apply to embarking and disembarking:

- During the movement phase of their turn, friendly models that can reach base-to-base contact with the troop carrier may board it.
- During the troop carrier's turn passengers can disembark at the beginning or end of any part of the carrier's order sequence except assault. They should be placed in the rear or flank arcs of the troop carrier and within 4 inches of it
- Disembarking passengers may do nothing else during the current game turn and count as being on hold

Meta Powers

Meta Powers are paranormal feats of mind and body that allow those trained in their use to perform seemingly superhuman acts. They have names that are reminiscent of the ancient rituals upon which they are based. There are three main disciplines of Meta Powers: Fury, Spirit and Balance. A model with Meta Powers should choose a number of powers equal to their Meta Powers level, from the appropriate discipline on the following lists.

Each individual power lists when and how to use it.

Meta Powers of Fury

The Meta Energy of Fury concentrates the will of its students into becoming an unstoppable force. They are capable of incredible battle feats of strength and speed.

Fist of Steel

Fist of Steel is a martial arts strike that focuses an incredible amount of energy into a single blow, with devastating consequences for the victim. Because of the harmonious marriage of power and timing this attack can punch through solid armour using conventional close combat weapons, without damaging the weapon in any way.

Order: Assault

Effect: If successful the model may make its normal charge move and close combat attacks against its opponents. Any damage is worked out with an additional damage modifier equal to the user's Meta Level, and has bonus armour piercing ability, also equal to their Meta Level.

The Tiger's Fury

With The Tiger's Fury the knight taps into his own primal fear response, turning it against his opponents as a flurry of lightning fast blows. The model allows its own "Fight or Flight" reflex to momentarily overwhelm its humanity, resulting in an instant of insane rage.

Order: Assault

Effect: If successful, the model may make their normal charge move and close combat attacks plus a number of additional close assault attacks equal to its Metal Level.

Battle Feat of Wonder

Battle Feat of Wonder is a thoroughly inspirational gymnastic attack, involving whirling, sweeping and flick-flacking as the knight attacks his or her foes. Friendly troops fighting alongside the knight are as motivated by his display as his enemies are confused and dismayed.

Order: Assault

Effect: If successful the model may make its normal charge move and close combat attacks. Additionally any other models in its squad receive a to hit bonus equal to the user's Meta Level. This is in addition to any other bonuses they have that turn (E.g. charging).

If the test fails, the user's turn ends as usual, although the rest of the unit it is with may attack as normal, without the bonus.

Meta Powers of Spirit

Students of the Meta Energy of Spirit learn to control their incredible mental powers, allowing them to read the thoughts of others, generate hallucinations and even affect physical objects with their amazing will.

The Serpent's Deceit

The Serpent's Deceit creates an illusion in the mind of opponents that they are under attack from an imaginary foe. If this is done correctly the enemy will waste time and ammunition on the chicane.

Order: Shooting

Effect: To use this power the user must have LOS to a member of the enemy unit you wish to affect. If successful the target unit must make a CD check, but applies the user's Meta Level as a negative modifier.

If the target passes this test, the power has no effect. If the target fails the test remove any hold markers and place an activation marker on it.

The Shield of Adamant

The Shield of Adamant is a telekinetic discipline that creates a bubble of invisible flux around the user. The atoms in the air itself react to the velocity of approaching objects, hardening to prevent even energy bolts and hypersonic rounds. Unfortunately slower attacks can penetrate this shield.

Order: Shooting

Effect: If successful, the user gains Heavy Armour ability equal to double its Meta Level. Place a marker to indicate this. Additionally, if the user is part of a squad, all the models in that squad receive the same level of protection. The effect begins at the end of the shooting phase, so any other models in the user's squad can shoot before it kicks in. This ability works against ranged attacks only—it offers no protection at all from close combat attacks.

Vigilance of the Hawk

Vigilance of the Hawk is an almost prophetic ability to anticipate what an enemy unit is going to do next. The user with this power becomes aware of the enemy's hostile intentions the instant before they strike, giving him or her a moment to bark out orders to those under their command to take evasive action.

Order: Shooting

Effect: If successful, the user and any models in the same squad as it gain the Dodge ability for a limited time, place a marker next to them to show this. The player in control of the squad can use this ability once, then remove the marker. Decide when to use it when the unit has sustained damage. You can wait to see the results of an opponent's damage dice before using the power.

Meta Powers of Balance

The Meta Energy of Balance demands an incredible refinement of observation from its students. Only then can they master the arts of stealth and poise.

Alacrity of Suisei

By opening the neural floodgates to the primal energy centres in their bodies, students of this power are capable of an amazing turn of speed. The whole process takes but a moment as the body tenses, waiting for release, then the user shoots off at an amazing velocity.

Phase: Move

Effect: If successful the model moves as normal, but adds double his or her Meta Level to their MV Stat.

Veil of Maya

The Veil of Maya deceives the senses of the observer. With perfect timing every movement made by the user coincides with more distracting events in the general environment, allowing them to stalk ever closer to their quarry, until the right moment comes to reveal the deception.

Phase: Move

Effect: If successful the user becomes effectively invisible. It moves, shoots and assaults as normal, but cannot be seen. Place a marker to indicate this. Whilst under the effect of the Veil of Maya, enemy units cannot target the user for any reason (even if it shoots at them or attacks them in close combat) unless they first pass a CD check using the model's Meta Level as a negative modifier. As soon as an enemy unit passes its CD check, remove the marker.

Flight of the Tengu

The Flight of the Tengu is an incredible flying leap that is probably the most impressive spectacle in any knight's repertoire. The knight takes a moment to regulate his breathing, pulse and other physiological systems, and then coils up like a spring, before making a seemingly impossible standing jump. Whilst in flight the knight will flip and somersault at will, striking at any unfortunate enemy that happens to be in their path.

Phase: Assault

Effect: If successful, the model performs an amazing, leaping attack as follows: move the model in a straight line, up to 10". The model can avoid obstacles up to 3" in height, and may finish the move on terrain up to 3" higher than its start point. Make a single close assault attack on all enemy models crossed by the line; enemies may fight back as usual.

Armoury

This armoury section is designed to be used in conjunction with the armoury in the Void 1.1 rulebook.

Stun Baton

Stun Batons are "non-lethal" weapons carried by the Suppressors for close in crowd control. The weapon is basically a large nightstick, coated in highly conductive alloys and wired up to a battery carried on the officer's belt. It delivers a withering dose of volts when it hits, which can knock out anything with a nervous system, including SPOMMs and Slugs. Of course being hit with a big stick is also a factor to be considered when victims are dispatched.

CC	Short	Med	Long	Ext
Hit Dam				
0	ST+0			

Type: 1 handed, melee
Special Rules: None

Ion Lance

The Ion Lance combines the hand to hand benefits of a Vibro Scythe along with the range effects of a firearm.

CC	Short	Med	Long	Ext
Hit Dam				
0(x2)	5	+1(x2)	5	

Type: 2 handed
Special Rules: None

Ion Sword

Ion swords are state of the art hand-to-hand energy weapons. The weapon is like a normal combat blade, except that it's composed of inert ceramics through which channels have been cut leading to an ion-generator source located in the handle. In close combat the hot ions can slice through flesh and light armour with impunity.

CC	Short	Med	Long	Ext
Hit Dam				
0	5(x2)			

Type: 1 handed, melee
Special Rules: None

Ion Katana

The Ion Katana is a massive, energised blade carried predominantly by Shogun Birds of Prey. This is simply a much bigger version of the ion sword carried as a side arm by certain VASA agents. The much large ion generator causes more damage and can even shear through heavy armour.

CC	Short	Med	Long	Ext
Hit Dam				
0	6(x2)			

Type: Mounted, Melee, Armour Piercing 2
Special Rules: None

Shadow Blades

Specifically, Shadow Blades are high-tech monoblades carried by VASA assassins such as Knights of Balance. The blades of these rare and expensive weapons are constructed of densely folded layers of a carbon-steel/polymer mixture, heated to incredibly high temperatures and pressed flat, where it cools to form an almost indestructible alloy. The edge is then ground so finely using adamantite grinders (one of the few substances hard enough to do the job) that it is only a molecule across at its narrowest point.

CC	Short	Med	Long	Ext
Hit Dam				
+1	S+1(x2)			

Type: Mounted, Melee
Special Rules: None

Autorifle

Autorifles are old-fashioned weapons that were once the standard armaments of infantrymen before the invention of gauss rifles. Many people collect these antiques and incredibly some companies still manufacture them for sporting and hobby shooting purposes. Military garrisons often carry stockpiles of such weapons in case they have to arm militia forces in times of crisis.

CC	Short	Med	Long	Ext
Hit Dam				
-1	4	0	4	0
				4

Type: 2 handed
Special Rules: None

Autopistol

Autopistols are standard sidearms. They come in a bewildering variety of different models with different styles of ammunition ranging from old-fashioned brass-cased rounds to high-tech flechette sprayers, but they all perform pretty much the same function on a battlefield. Small enough to use in close combat and reasonably effective at short ranges, autopistols are a favourite of light assault troops, particularly when used in combination with combat blades.

CC	Short	Med	Long	Ext
Hit	Dam	Hit	Dam	Hit
+1	4	0	4	

Type: 1 handed

Special Rules: None

NB: this entry replaces the Autopistol entry found in the Void 1.1 Rulebook.

Mounted Grenade Launcher

Mounted Grenade Launchers are larger versions of the man-portable versions carried by forces across the Pan Humanic Space. Inside the main barrel is a rotary barrel configuration fed by a drum of grenade rounds. Often mounted on vehicles they can lay down a tight cluster of grenades rapidly and more accurately than a hand-held launcher, making them lethal anti-personnel devices.

CC	Short	Med	Long	Ext
Hit	Dam	Hit	Dam	Hit
+1	5	0	5	-1
				5

Type: Mounted

Special Rules: Use the large circular template

MLRS

MLRS are multiple launch rocket systems that fire clusters of high explosive homing missiles. These missiles can either be deployed on racks, multi-barrelled launchers, or as sub-munitions of a larger rocket that breaks apart mid-flight to release up to half a dozen independently targeting warheads. They are awesome long-range anti-personnel weapons, but have a significant safety limitation that prevents the missiles coming down within a certain radius of the launcher. MLRS are true heavy weapons systems and as such can only be mounted on a vehicle or fixed platform of some sort.

CC	Short	Med	Long	Ext
Hit	Dam	Hit	Dam	Hit

Type: Mounted, indirect fire, ranged template weapon

Special Rules: Uses the large, circular template

Electro-Hull

Electro-Hulls are defensive devices designed to deter would-be attackers from assaulting structures, usually vehicles, to which they're attached. The driver can throw a switch and discharge a crackling pulse of electricity through capacitors arranged around the exterior of the vehicle, delivering a serious shock that can incapacitate a foe for hours, and occasionally causes serious burns or even death.

CC	Short	Med	Long	Ext
Hit	Dam	Hit	Dam	Hit

Type: Mounted, directly placed template, melee

Special Rules: Dam 5, place the large circular template over the centre of the model using the weapon. Use this instead of making a normal close assault attack. The weapon does no damage to the user

Mounted Gauss Rifle

Mounted Gauss Rifles are light support weapons. They are slightly larger and more complex versions of the standard gauss rifle and are usually mounted on vehicles or bipods, and equipped with extended magazines or belt-feeds. The weapon is rather more effective than its lighter cousin, on account of heavier flechettes and a greater rate-of-fire.

CC	Short	Med	Long	Ext
Hit	Dam	Hit	Dam	Hit

Type: Mounted

Special Rules: None



The Blood Moon Dragon Legion

The Blood Moon Dragons are a corps of VASA forces that travel to hot spots around the rim and organise Militias into fighting forces. This is a force which relies on the charisma of its leaders and its now legendary historical successes. Black Legion Commander Blade formed the Dragons in an unofficial capacity over seventy years ago, and the Koralon slaughtering campaign that followed made them one of the few human success stories in the battle for the rim.

Painting Jade Talon Archangels



Stage 1

Undercoat the figure white. Block paint: boots, gloves and wings Viridian Green mixed with a little Marine Blue, stockings Leviathan Grey, bodice Leviathan Grey mixed with Prime White, face, arms and legs Tanned Flesh, hair Junkers Brown and gun Obsidian Black.



Stage 2

Highlight by layering up: bodice with Prime White leaving straps, skin with Pale Flesh, gun casing with Leviathan Grey, barrel and magazine with Gun Metal. Block paint alternate panels on jump pack Leviathan Grey. The outer wings should have Prime White added to the Leviathan Grey. Paint eyes by block painting the recess in Obsidian Black and dot Prime White either side to suggest a pupil.



Stage 3

Highlight by layering up: boots, wings and gloves by adding Prime White to the Viridian Green/Marine Blue mix, stockings, gun casing, jump pack wings by adding Prime White to Leviathan Grey, hair by adding Prime White to Junkers Brown. Pick out bodice straps with Obsidian Black.



Block Painting:

This is an ideal technique for beginners to get quick effective results and also acts as the basic starting point to apply other techniques. We will use this technique as a basis in our stage-by-stage painting guides. Once you have chosen your colour apply an even coat accurately to the designated area. If you use this technique in combination with a black undercoat do not paint over the black in recessed areas. This will create a basic shading effect.

i-Kore Paints

Viridian Green	
Marine Blue	
Leviathan Grey	
Prime White	
Tanned Flesh	
Junkers Brown	
Obsidian Black	
Pale Flesh	
Gun Metal	

Painting Lotus Hawk Archangels



Stage 1

Undercoat the figure white. Block paint: gloves and boots Marine Blue mixed with Prime White, bodice, stockings and jump pack and wings Leviathan Grey mixed with Prime White, skin Tanned Flesh, hair Junkers Brown and the gun Obsidian Black.



Stage 2

Block paint: wings Marine Blue mixed with Prime White and Leviathan Grey mixed with Prime White, gun barrel and magazine Gun Metal and the gun casing Leviathan Grey. Highlight by layering up the skin with Pale Flesh and paint in the eyes as described previously.



Stage 3

Highlight by layering up: the wings with Coraline Blue and Prime White, metal details with Synthan Silver, hair with Junkers Brown mixed with Grul Brown and gun casing with Leviathan Grey mixed with Prime White.

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Cleaning:

Before you start painting your model some preparation will be needed. Sometimes there maybe a slight ridge running around the model as well as small "feed" tags. This is due to the moulding process and they are collectively referred to as "flash". This can easily be removed from your figure by the careful use of a sharp craft knife and a needle file. Make sure you watch those fingers now!



Eagles of the Sun Archangel

Midnight Raven Archangel

Painting Midnight Raven Suppressors



Stage 1

Undercoat figure black. Block paint the jump suit and pouches Meduson Purple.



Stage 2

Paint the rims of the eyepieces Gun Metal. Pick out the magazine, shoulder butt and inner gun barrel with Gun Metal before block painting the rest of the gun casing Leviathan Grey. Block paint: strapping and belts Leather Brown, gun muzzle Koralon Yellow (because of the black undercoat paint the area Prime White first to make the yellow brighter).



Stage 3

Highlight by layering up: jumpsuit and pouches with Prime White and Meduson Purple, black area with Leviathan Grey, muzzle with Koralon Yellow mixed with Prime White and the gun casing with Prime White mixed with Leviathan Grey. Pick out buttons and buckles with Obsidian Black and highlight with Gun Metal.

Dry brushing:

As the name suggests with this technique the idea is to paint with an almost dry brush. Once you have mixed the lighter tone you want to apply wipe the brush on a cloth until there is very little paint left on it. Gently brush over the chosen area and you will begin to pick out the raised areas. With subsequent lighter tones you want to apply less paint to the raised areas. This technique is ideal for hair, metal and sharp edged effects.

i-Kore Paints



i-Kore Paints

Leviathan Grey

Leather Brown

Koralon Yellow

Leviathan Grey

Leather Brown

Prime White

Obsidian Black

Leviathan Grey

Leather Brown

Prime White

Leviathan Grey

Leather Brown

Prime White

Leviathan Grey

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Prime White

Leviathan Grey

Leather Brown

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Painting Swooping Cloud Falcon Black Legionaries



Stage 1

Undercoat the figure white. Block paint: flexible armour joints Leviathan Grey, armour Leviathan Grey mixed with Prime White, Ion lance and boots Obsidian Black.



Stage 2

Block paint; blade and boots Gun Metal, Ion lance casting and counter balance Koralon Yellow, Ion lance and magazine Leviathan Grey.



Stage 3

Highlight the figure by layering up; armour with Prime White, yellow details with Koralon Yellow mixed with Prime White, metal parts with Synthan Silver and Ion lance with Leviathan Grey mixed with Prime White.



i-Kore Paints

Leviathan Grey	
Prime White	
Obsidian Black	
Gun Metal	
Koralon Yellow	
Synthan Silver	



i-Kore Paints

Colour chart



Blood Moon Dragons



Swooping Cloud Falcons



Carnelian Dragonflies



Sky Ravens



Stage 1

Undercoat the figure white. Block paint: armour Erg Red mixed with Junkers Brown leaving some of the panels white, face Tanned Flesh, hair Meridian Sand, flexible armour joints Leviathan Grey, remaining armour panels Koralon Yellow and toecaps and Ion lance Obsidian Black.



Midnight Raven Black Legionary



Stage 2

Highlight by layering up: Ion lance with Leviathan Grey, the blade and toecaps with Gun Metal, face with Pale Flesh, lips with Metal Wash and paint the eyes. The easiest way to do eyes is to paint the socket Obsidian Black and then put in two dots of Prime White either side to suggest the pupil.

Washing:
This is strictly a shading technique. It can be used in combination with "block" painting to create a good basic standard for tabletop troops. Applying the various highlighting techniques after the "wash" can give you expert results. The idea is that you apply a diluted paint, or ink, to the area, the tone of which will be darker than the basic colour it is painted. The paint will flow into all the recesses creating the darker shaded tones you want. Some experimentation into colours and dilution will be necessary to get the desired effect.



Stage 3

Highlight by layering up: armour with Erg Red and then with Erg Red mixed with Nova Orange, yellow areas with Koralon Yellow mixed with Prime White, hair with Meridian Sand mixed with Prime White, Ion lance and the flexible armour joints with Leviathan Grey mixed with Prime White and the blade with Synthan Silver.



Highlighting:

Block painting can leave your figure looking rather flat. There are a number of techniques we can apply to create a more three-dimensional effect. All these techniques however are applied after the figure has been "block" painted. In order to create a 3D effect we want to bring out raised details by applying a lighter tone of the basic colour to them. The more raised the detail the lighter the tone. Sometimes it is simply a matter of adding white to the basic colour to create a lighter tone however some other colour combinations work better. For example add orange to red, yellow to green and blue to black. The various highlighting techniques are "layering up", "drybrushing" and "washing". Depending on the effect you want to create some techniques are better than others.

GSX 900 Viper Wings



Eagles of the Sun [cw]



Jade Talons [cw]



Lotus Hawks



Sky Ravens [cw]

Colour chart

Prime White

Leviathan Grey

Gun Metal

Obsidian Black

Prime White

Koralon Yellow

Gun Metal

Obsidian Black

Erg Red

Koralon Yellow

Obsidian Black

Gun Metal

Coraline Blue

Nova Orange

Obsidian Black

Gun Metal

Prime White

Leviathan Grey

Gun Metal

Obsidian Black

Blood Moon Dragons



Swooping Cloud Falcons



Carnelian Dragonflies



Sky Ravens



Basing:

A good base on a figure can really enhance it. Paint PVA glue on the surface of the slotted base. Before the glue dries dip the base into either a scenic flock or fine gravel. Allow a few minutes for the glue to dry and then gently knock off any excess. If you use flock then your base is finished. For gravel you can then choose what colour of base you want, green or an earth brown are the most common. Use the "dry brushing" technique to paint the base. To add some extra interest you can add some static grass. Simply dot some PVA glue to the base, take a pinch of static grass and press into the glue. Leave until set and knock off the loose grass off.





Layering up:

For this technique it is better to block paint the designated area a tone darker to start with as this will represent the darkest tone in the painted area. When mixing lighter tones for this technique add a little water to dilute the paint. This will help blend it to the previous coat and avoid any sharp changes in tone. Apply successively lighter tones of paint within the previous painted area building up to the highest point. The smaller the changes to the tone of your paint and the more layers you apply the smoother the blend from dark to light will be. This technique is ideal for cloth, facial tones and smooth armoured panels.

Undercoating:

In order to give a good painting surface to your miniature it is essential that you undercoat it. We would recommend using either a matt white or a matt black aerosol spray, i-Kore supply both. Follow the instructions on the tin and make sure you use the spray in a well-ventilated room. Undercoating your figure white gives a much brighter end result whereas using black is an effective way to paint figures quickly if you only intend to "block" paint them.



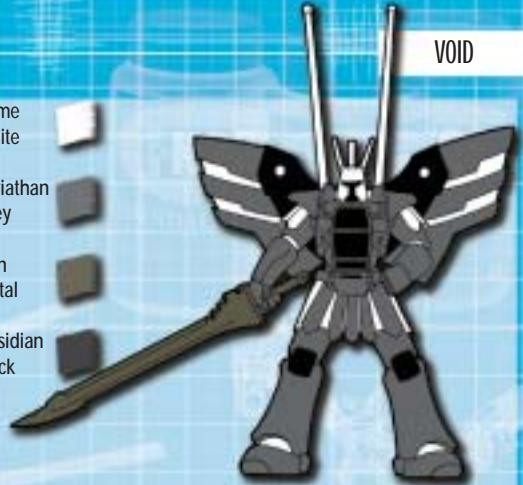
Midnight Ravens Shogun



Varnishing:

Once you invested a lot of time and effort into painting your miniatures it's a good idea to give them a healthy coat of varnish to protect them. Some people prefer a matt finish others a high gloss. However if you are going to be playing with your miniatures we would recommend that you initially varnish them with a high gloss, as this affords greater protection, and then if you desire spray it with matt varnish. i-Kore produce both a gloss and a matt varnish in the form of an aerosol spray. Follow the instructions on the tin and make sure you use the spray in a well-ventilated room.

Prime
White
Leviathan
Grey
Gun
Metal
Obsidian
Black



Blood Moon Dragons

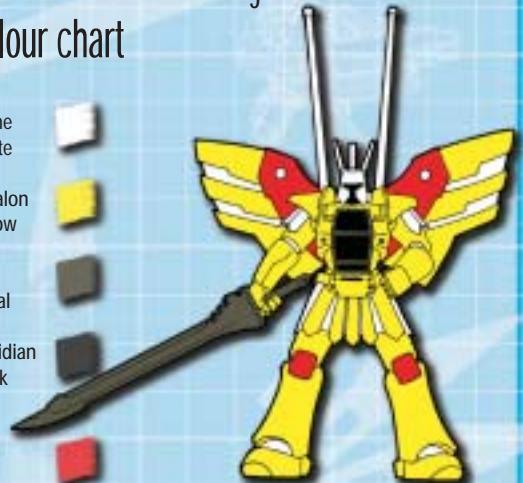
Erg
Red
Koralon
Yellow
Obsidian
Black
Gun
Metal
Prime
White



Carnelian Dragonflies

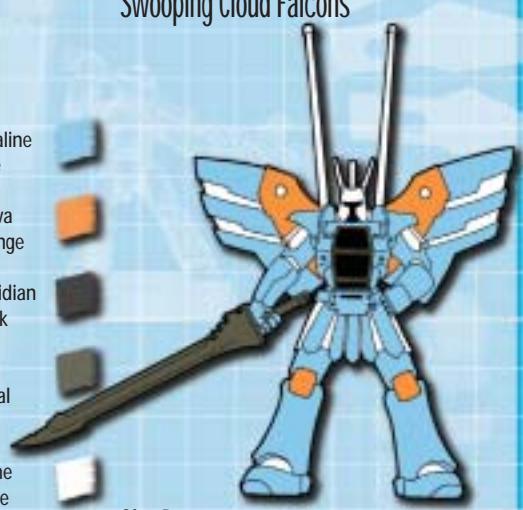
Prime
White
Koralon
Yellow
Gun
Metal
Obsidian
Black
Erg
Red

Colour chart



Swooping Cloud Falcons

Coraline
Blue
Nova
Orange
Obsidian
Black
Gun
Metal
Prime
white



Sky Ravens

THE WEB: www.i-Kore.com



▲ Homepage

The web page is the best source of information for everything related to i-Kore. There you will find up-to-date news and a wealth of information on our models and games.

In the Void section of the site you can download the Void rules for free not only in English but French, German, Spanish and Italian too.

Additionally the Battles with Miniatures (BwM) section of our site has magazines to download for free. BwM is packed full of stuff for Void: battle reports, rules for new vehicles and troop types, extended background information about all the factions fighting in the Void universe, exciting new artwork and even painting guides and colour schemes for your armies. Battles with Miniatures is available in PDF format, so you can download each issue and have it on screen in a matter of minutes.

Another great section at i-Kore.com is the Gallery. There you will find some truly excellent paintjobs not only from the i-Kore staff but also from you the miniature enthusiast. Why not send us pictures of your own figures?

In the online store, you will be able to buy products from the entire i-Kore range. Our shopping cart is totally secure and extremely easy to use. You can get the new releases as soon as they are available and even if you don't need to buy anything why not just browse and plan what army you're going to collect next.

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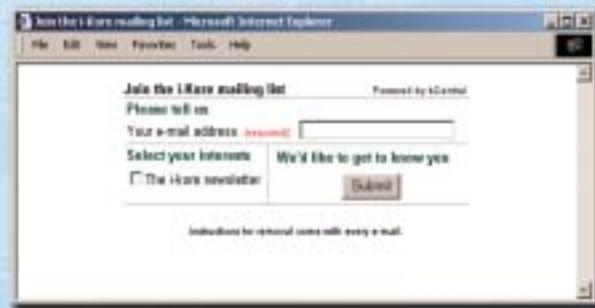
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Others Armies you can collect





Archangels of the Midnight Ravens lead a counter attack against entrenched Koralon Forces



Colonial Marines of the Midnight Ravens defend against a determined attack by Junkers Legionaries



This is the VASA Force Book for Void 1.1. The book includes:

- Detailed background on VASA, their technology, colonies and role within Pan-Humanic Space.
- Complete VASA army list.
- New Units such as the heroes Captain Akemi and Guardmaster Takaji.
- Plenty of full colour maps, illustrations, and photographs of miniatures and terrain.
- Stage-by-stage painting guides, colour charts and VASA uniform schemes.

This book is a supplement for Void 1.1 miniature battle-system. To use this book for playing VASA armies you must have access to a copy of the Void 1.1 rulebook.



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